WHITE DWARF

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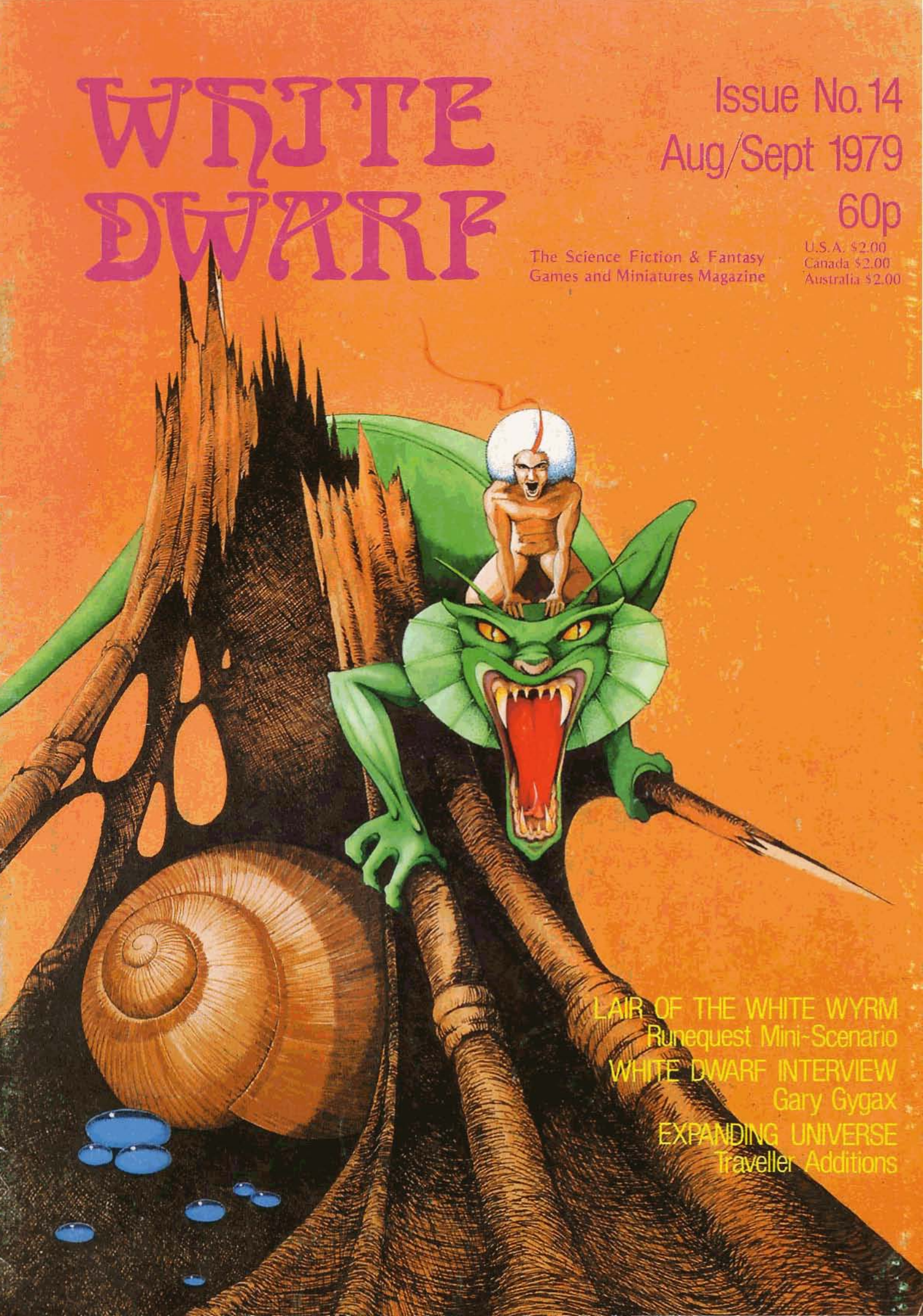

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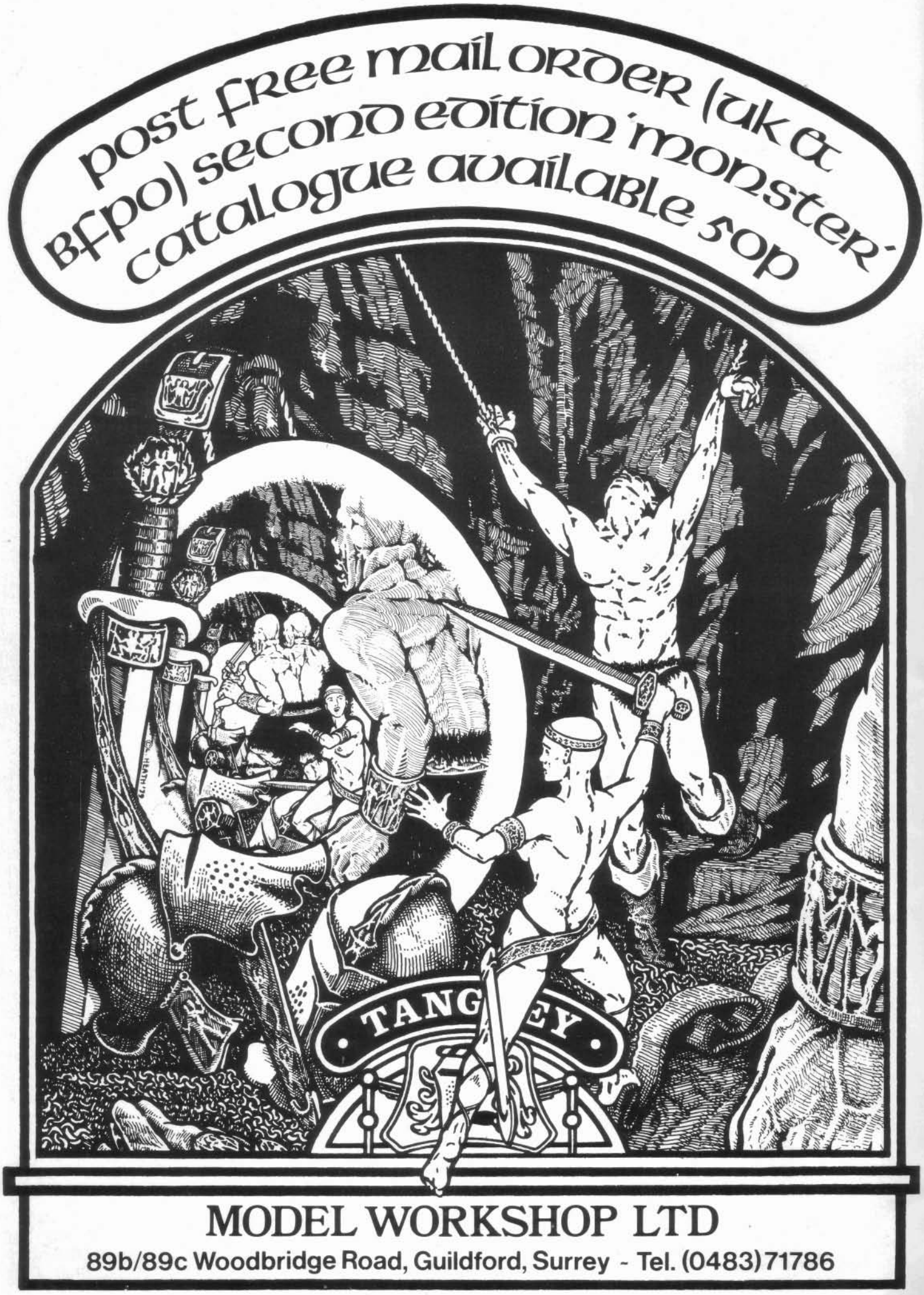

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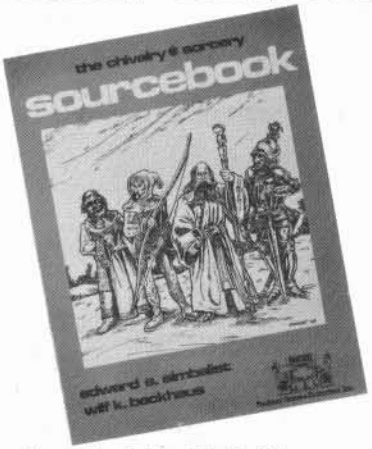

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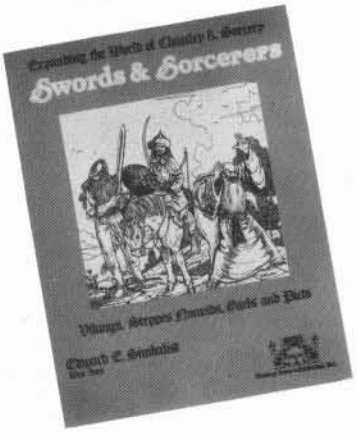

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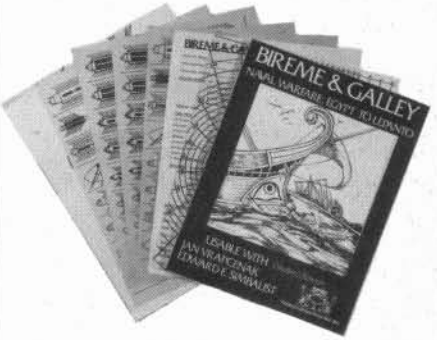

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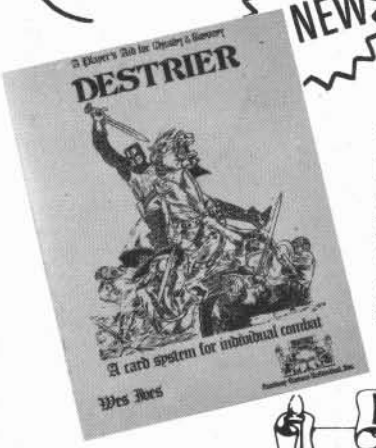

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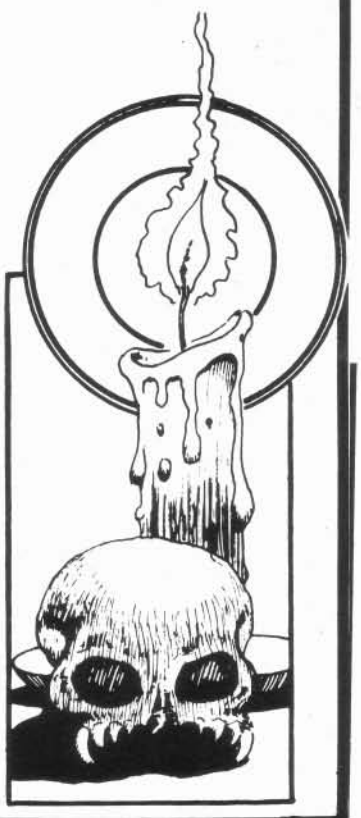

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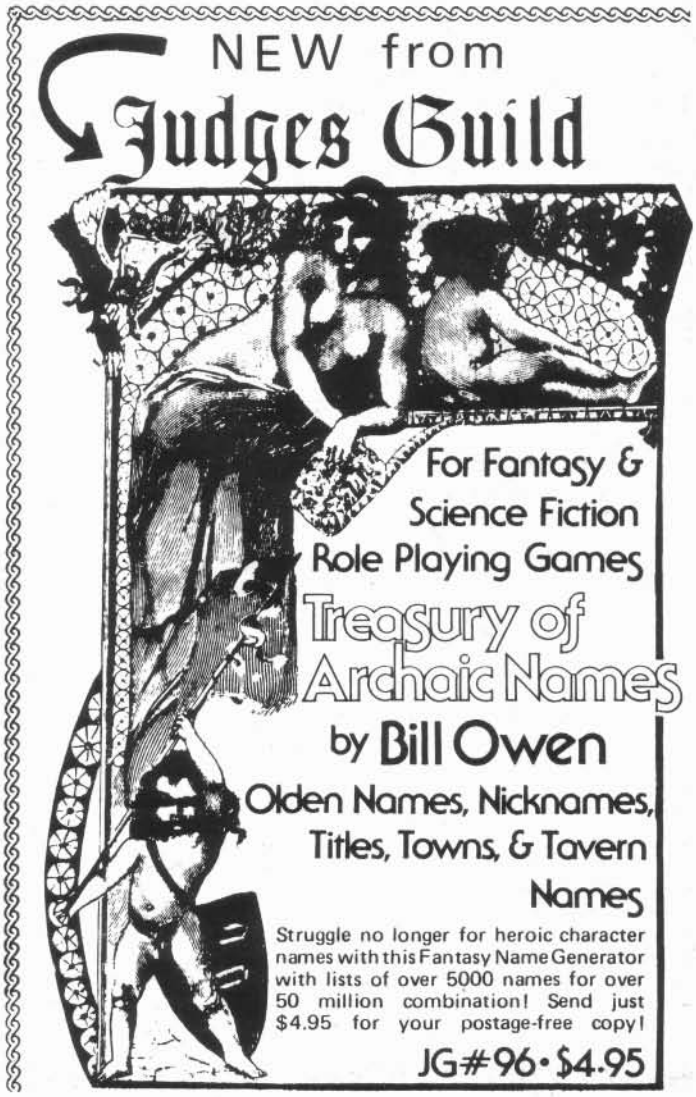

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WHITE DWARF

There is a fundamental difference between American and British games conventions, the difference alas being to the detriment of British gamers. Having just returned from Origins '79, the largest of the American conventions, I thought readers on this side of the Atlantic would like to know what they are missing out on.

Firstly, the American conventions are usually held at a University campus with relatively inexpensive dormitory accommodation and last for three days. On that basis it can be appreciated that the conventions must be much bigger (and better) than our conventions. Three day attendance costs £5.00 and you have to pay to enter competitions, but there are over 100 competitions and big prizes for the winners donated by the manufacturers. The manufacturers also save all their new releases for the major conventions to add to the excitement, and with seminars, demonstrations, 80 trade stands, and excellent facilities, it is no surprise that 3,000 – 5,000 gamers attend the larger conventions.

The question is, however, does the British gamer want to enter into the spirit and *expense* of a three day convention? And would the British games manufactures and agents support it?

Ian Livingstone

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EXPANDING UNIVERSE

by Andy Slack

SUGGESTED ADDITIONS TO TRAVELLER RULES PART 2

STARSHIPS

Launching & Landing

Streamlining should not apply to any sized hull; anything bigger than an 800 tonne hull cannot be re-entered in one piece. (This can lead to ingenious starship designs.)

On planets of size 8 or greater and of the same order of density as Earth, a Free Trader – or anything with a 1G drive – cannot take off. Thus, strap-on boosters are available for hire at starports of classes A or B. These help launch a vessel, and may be subsidised by local government or a purely private enterprise. In the former case, a flat rate is charged for launch at the standard ground-to-orbit cargo cost of 10 Credits per tonne; in the latter case, exorbitant fees may be charged for launch depending on circumstances. Alternatively, the vessel may remain in orbit and shuttles used.

There are jump boosters, manoeuvre boosters and combination boosters. The jump and manoeuvre boosters are both a small (100-400 tonne) hull with only fuel, controls, and drives/power plants. The general specification for boosters is, for example, A5FBR-type Booster. The first character gives the hull size or type; the second indicates a booster variant of that hull, as distinct from other variants designed by the Referee or players, and is always "5"; the third is the jump drive classification, if any; the fourth is the classification of both manoeuvre drive and power plant, if any; the final figure may be either "R" for "Reusable" or "T" for "Throw-away". Throw-away boosters are relatively expensive and normally reserved for emergency or military use.

The purchase price of a booster is the prices of the hull, drives, power plants and controls added together and divided by 2 if reusable, by 4 if throw-away. Any space not taken up by these components will usually be fuel tankage; some users may reserve hold and computer space in order to use the booster as an unmanned exploration vessel, a "message torpedo", etc.

Reusable boosters may be used 10 times without maintenance; thereafter it requires an overhaul as laid out in the starship maintenance rules. Throw-away boosters of course are only used once. Both varieties may be built in half the time given in the tables for starship construction.

Failures & Breakdowns

Many things may go wrong with such a highly complex mechanism as a starship. The percent chance of a failure in a given day is calculated as follows:

$$\% \text{ chance of failure per day} = E \times \frac{\text{Hull Displacement}}{100 \text{ Tonnes}}$$

Where E is the environment weighting, which is 1·5 for civil vessels and 4 for military vessels. Some players may build ships of standard types with second-hand military engines in order to reduce the chance of misjumping when running on unrefined fuel, in which case the chance of failure is increased by 10%. If the % chance of failure exceeds 100, as it well may for large vessels, each 100% indicates a certain failure that day, and any remaining figure under 100 is the percent chance of an additional failure.

Percentage dice are rolled once for each day when not in port; if the result is less than the calculated chance a failure has occurred. Next, two six-sided dice are rolled consecutively, for severity and repairability. For severity, a 1, 2, or 3 indicates a "Fail-Operational" condition, where back-up systems or voting units are able to continue the ship's normal functioning without the failed part. A 4 or 5 indicates a "Fail-Safe" condition, where although the component which failed was vital to the function of the ship, safety interlocks prevent any danger to passengers or crew which might have been caused by the failure. This roll has a Die Modifier of –1 for all hulls which are not custom built, and a further DM of +1 for every annual overhaul which has been missed, thus, for well-maintained ships, it is impossible to get a score of 6 which is a single-point failure, where a vital component fails without warning in a totally unexpected manner, with possibly fatal consequences. Next a roll for repairability is made; 1, 2, or 3 indicates that the faulty part can be replaced from ship's stores, a 4 or 5 indicates that although a spare is not carried, the faulty part can be repaired and replaced by the crew; and a 6 indicates that the ship's crew has neither the skill nor the spares to put things right – a shipyard or some fast thinking is required!

For the location of the fault, roll percentile dice and consult the table below.

Starship Fault Location

01-40	False Alarm; the testing circuitry is faulty.
41-60	Computer Crash
61-64	Structural Failure in the Hull
65-72	Life Support System failure
73-76	Power Plant Failure
77-78	Manoeuvre Drive Failure
79-80	Jump Drive Failure
81-82	Fuel Supply Failure
83-92	Sensor Failure
93-98	Throw twice ignoring 93-00
99-00	Throw thrice ignoring 93-00

Acceleration Damage

Acceleration at high G causes damage to the crew. They take one D6 of damage for every G of acceleration above one; this damage is removed as they stop accelerating, unless it has rendered them unconscious.

Example: A ship's boat – or a ship – accelerates at 4G. Its crew take 3D6 of damage each. Later it eases off to 2G, so the crew regain 2D6 of hit points, except for Alphonso the gunner who had an unfortunate endurance of 1 and lies unconscious on his couch, and is dealt with under normal wounding rules.

A DM is applied to the dice thrown for acceleration damage. This is +2 if the victim is not protected, i.e. lying on the floor or similar; 0 if a standard acceleration couch is used; −2 for oil baths (mentioned in Niven & Pournelle's *The Mote in God's Eye* and other books); and −4 for fluorocarbon tanks (as used in Haldeman's *Forever War* stories).

COMPUTERS

Damage

The hits on computers outlined in the original rules are too lenient; a similar system to that used on engines is better, so that for example, a Mod-5 taking 3 hits in combat becomes reduced to the effectiveness of a Mod-2. This necessitates the introduction of back-up and front-end type computers to take over in the event of destruction or to relieve the main machine of some burden.

Programs

Many and varied are the possibilities for new computer programs; some examples are:*

Anti-crash Program: This is loaded into a back-up computer. If the main machine crashes or is reduced by combat to a Mod-0, i.e. non-working, the back-up computer loads into its own CPU all programs currently being run on the main machine, excepting any which caused a crash. Thus the action of the computer unit is kept up.

Double Jump Program: This is especially useful for attacking heavily defended ground targets. The ship jumps in, looses off a spread of missiles, and then immediately jumps out again; the entire process taking about a tenth of a second.

Deliberate Misjump Program: This causes the drive to make a misjump deliberately. It can be used to avoid the forces of law and order or escape from a system if there is fuel for a jump but not enough to reach the next star. It is, however, a risky business.

Programming Skills into the Computer

Any skill may be programmed into a computer but the programmer must have at least the same expertise in the skill as is desired for the program, and at least a like amount of computer expertise. The cost of such a program is Cr. 2 million if a consultant is hired (consultants will never program computer skill into a machine!!), or whatever a sufficiently skilled player character will do the job for. The space required is 2 units per level of expertise. A non-detectable failure in the program reduces the expertise level programmed in by several levels.

ENGINEERING

Nature of Manoeuvre Drive

Manoeuvre drives operate on an antigravity principle, as this does not vaporise everything within several miles and render beam weapons useless.

Misjumps

Any engine making a misjump will use up fuel for the misjump or the maximum normal jump possible, whichever is the larger. For each jump number that the size of the misjump exceeds the maximum possible normal jump, the jump drive will take one hit of damage.

Blowing the Drive

A pilot or engineer on a doomed vessel can elect to blow the drive. (This tactic can be used to take some enemies with you or to blow up starports if you are dying and cannot leave). When the drive is blown, it explodes with the force of a strategic nuclear device (see below), the size of which depends on the power plant size. (Type A = 1 megatonne, B = 2 megatonnes, etc.)

Tractor Beams

To generate a tractor beam, 20 tons of additional control gear are required. It has the effect of making the target ship behave as if it were being accelerated by the M-drive unit attached to the tractor beam device in a direction indicated by the wielder of the beam, in addition to any other acceleration it undergoes. Extra manoeuvre drives and power plants may be built in so that the wielder's own engines are free.

Warp Scramblers.

These operate on a similar system to tractor beams. Another 20 tons of controls are required, and the effect is that the target ship misjumps immediately the next movement phase comes around under the normal or amended misjump rules. The operator of the scrambler pays the fuel cost for this, as he does for tractor beams.

Matter Transporters

These require another 20 tons of control gear and behave as laid down in the teleportation rules under psionics. Their equivalent psi strength is determined by the class of power plant driving them: A type A has psi strength 10, a type B — 20, and so on.

GUNNERY AND MISSILES

Hit Equivalents

One 'Hit' is assumed equivalent to 20D of damage. A ship's hull will take 3-18 dice of Hits, as will an AFV hull; a ship's boat hull will take 2-12 dice, and an ATV, aircraft etc. 1-6 dice. Any remaining damage is carried through and distributed evenly between any crew behind the wall when it caves in. Alternatively, the remaining damage can be split into 4D6 "parcels" and disposed of as if shotguns were fired at the occupants. Note that any Hit getting through the skin of a vac suit punctures it. Civilian vac suits are about equal to jack, and military ones to mesh or ablat. Armour can be worn over them.

Types of Missile

General: A ship's main defence is its laser batteries, as for all practical purposes they cannot be seen coming, whereas missiles may be spotted in time for evasive action. Thus, missiles tend to be reserved for infighting, when ships are a few inches apart.

Missiles are assumed to accelerate continuously at 10G. For quadruple the normal cost they can be custom-built to achieve 25G.

HE Missiles: These are the standard variety mentioned in the rules. They weigh 1 ton, cost Cr. 5000, and do 1D6 Hits on impact. In ground actions they will be treated as 100 kg fragmentation weapons (see below).

Tactical Nuclear Missiles: These weigh one ton but cost 50,000 credits. They are treated as 100 kilotonne nukes in ground actions. A ship hit by one of these suffers (1-6)D6 Hits. If it is not in atmosphere at the time of the attack, its streamlining, if any, is destroyed and due to spallation from the walls all the crew are considered to be attacked by a shotgun wielded by someone of expertise 1.

Strategic Nuclear Missiles: These are hydrogen bombs of 1 megatonne yield. They cost half a million credits. If the ship is not in atmosphere when attacked, the streamlining is destroyed and the crew are attacked as if by shotguns as for the tactical nuke above; but the "strat" does more damage. Throw one dice. Each spot represents a die. Throw this number of dice. This result is then the number of dice to be thrown for Hits done to the target. Further, if in atmosphere, any ship hit which survives must immediately make a forced landing, although if in atmosphere the spallation and destruction of streamlining do not occur. The strategic nuke in atmosphere also creates blackout, so for 1-6 turns no radio or radar in the neighbourhood functions, and missiles attack in or behind the fireball at −5.

HE Bombs: Weight one ton, cost 2000; 2D6 of Hits vs. ship, counts as 1000 kg fragmentation weapon. Alternatively it could contain gas or germs.

Drop Tank: Cost 1000 credits. This is merely a tank containing one ton of fuel.

Mobile Infantry Drop Capsule: Direct from Heinlein's *Starship Troopers*, this capsule costs 4000 credits and holds but one man in powered battle armour. It re-enters under the rules for re-entry in a vac suit, but any weapons fired at the trooper on his way down have a DM of −3 imposed. ►

*All these programs were originally mooted by players of *Reading University Wargames Association*. To them therefore goes the credit.

Dump Box: This is a cheap re-entry capsule for emergency escape or delivering cargo. It re-enters under the vac suit rules, costing 5000 credits and capable of holding 5 men plus equipment or 500kg of cargo.

Missile Failures

Available data suggest that modern missiles have a failure rate of about 25%. As this is quite probably wrong and things will surely be improved in the future, missiles will fail to explode on target even though they have hit if an unmodified 12 is scored.

Types of Sandcaster Ammunition

Sand: Straight from the book, this costs 400 credits, weighs 50 kg and imposes a DM of –3 on any laser fire through it.

Window: This costs 400 credits for a 50 kg cannister. Its effect is a DM of –3 on missile fire.

Gravel: This is just what it says – gravel. (Or scrap iron and other such junk). Its cost is 100 credits for a 50 kg cannister and it is the best sandcaster weapon normally available. Missiles passing through it are total write-offs and fail to explode. It does damage on ships as follows: calculate the velocity vector of the target relative to the gravel as it hits. For each 1" (1,000 miles) of magnitude this vector has, the gravel does one Hit of damage. A ship orbiting through gravel around a planet takes Hits, as would one leaving orbit or lifting off.

Example: A vessel in a low orbit around an Earth-sized planet is doing about 17,500 mph, perhaps more; this is about 2·9 inches per turn, so a stationary cloud of Gravel – i.e. one tossed up so that the vessel hit it when it had no relative velocity toward the target, just before it fell back – would do 3 Hits of damage; one orbiting the opposite way entirely would do 6 Hits. If the target were attempting to leave the planet, it must reach at least 25,000 mph for an Earth sized world, which is about 4·2 inches per turn. If it ran into a "stationary" cloud, it would take 4 Hits, and by dropping some Gravel over the side from a great height one could probably score up to 8 Hits.

Also, "dead" missiles, i.e. those which have failed to detonate or been burnt out by a nearby "nuke", could count as Gravel with a greatly reduced hit probability; alternatively Gravel warheads could be carried, which could do a lot of damage.

HE Shell: This does 1-3 Hits against a ship, counts as a 50 kg fragmentation weapon, costs 500 credits and weighs 50 kg. It is most useful for ship defence on the ground.

Force Fields

The force field is (tentatively) assigned to tech level 14. Its cost is 100,000 credits per point, it weighs 0.1 tons per point. The point value of the field is the number of Hits it will absorb from missiles, lasers etc. Imperial warships have about 100 points of field, their ship's boats about 10, and naval bases several hundred to a thousand. The field can re-radiate absorbed energy at 10% of its point value per turn. When the sum of all Hits inflicted so far minus the sum of those so far re-radiated exceeds the point value of the field, it burns out, and further Hits attack the ship's structure in the normal way.

Example: A pinnace with a 10 point field is hit by two HE missiles doing 6 Hits. The 6 are absorbed and one is re-radiated, leaving 5. Next turn another missile hits it doing 6 Hits. This makes a total of 11. One is re-radiated, leaving 10. At this point the generators burn out and the pinnace is on its own.

Use of Radar for Ship Defence

Ship's radars are very powerful, capable of detecting a ship many hundreds of thousands of miles away. So men not within ships or hard cover can be attacked by radar as if by a laser rifle, and all men within range will be affected together, i.e. simultaneously. Electronic devices not protected by ships' hulls or similar will burn out unless specifically designed for this contingency at quadruple cost.

Slaved Turrets

In order to reduce manpower requirements, two or more turrets may be "slaved"; in this case there is a master turret, and when it attains a target and locks on, all other turrets slaved to it also lock onto that target. N.B. this can only be done if all the turrets so slaved can point in the same direction!

EFFECTS OF NUCLEAR WEAPONS

Craters

Anything or any person who would be within the crater after detonation is considered totally destroyed. Crater depths and radii are as follows:

10 MT (Megatonne) groundburst	Radius 640 m	Depth 150 m
1 MT groundburst	Radius 290 m	Depth 70 m

NB: A "groundburst" is an explosion which takes place on or very near to the surface; this is contrasted with an "airburst", where the weapon is set off high above the ground, which causes no crater.

Blast Effects

10 MT Groundburst: Within a radius of 9.6 km, buildings etc. are destroyed; persons take 6D6 damage. Within a radius of 14.4 km, buildings etc. are damaged; there are hurricane force winds; persons take 5D6 damage. Within a radius of 24.8 km, buildings are damaged; persons take 3D6 damage.

1 MT Groundburst: Within a radius of 4.3 km, buildings etc. are destroyed; persons take 6D6 damage. Within a radius of 6.4 km, buildings etc. are damaged; there are hurricane force winds; persons take 5D6 damage. Within a radius of 11.5 km, buildings are damaged; persons take 3D6 damage.

10 MT Airburst: Within a radius of 12.8 km, buildings etc. are destroyed; persons take 6D6 damage. Within a radius of 22.4 km, buildings etc. damaged; there are hurricane force winds; persons take 5D6 damage. Within a radius of 42.5 km, buildings are damaged; persons take 3D6 damage.

1 MT Airburst: Within a radius of 5.6 km, buildings etc are destroyed; persons take 6D6 damage. Within a radius of 10.4 km, buildings etc. are damaged; there are hurricane force winds; persons take 5D6 damage. Within a radius of 20.8 km, buildings are damaged; persons take 3D6 damage.

Damage is not cumulative; take the highest applicable.

Grounded aircraft and civilian ATV, groundcars etc. take severe damage if within the "buildings damaged" radius; airborne vehicles must immediately force-land.

Airborne vehicles and AFV are destroyed if within the "buildings destroyed" radius. (Starships count as AFV for this purpose.)

Persons within the "hurricane force winds" radius need not take damage if they seek refuge in stout structures.

Within the "hurricane force winds" radius, objects and bodies up to several hundred kg in weight in the open are hurled about at potentially lethal speeds.

Fire Effects

10 MT Groundburst: Within a radius of 23.2 km, fabrics and paper ignite; persons take 4D6 damage. Within a radius of 37.6 km, there will be blistering burns (2nd degree); persons take 2D6 damage. Within a radius of 38.4 km, dry leaves ignite; persons take 1D6 damage.

1 MT Groundburst: Within a radius of 9 km, fabrics and paper ignite; persons take 4D6 damage. Within a radius of 15 km, blistering burns (2nd degree); persons take 2D6 damage. Within a radius of 15.2 km, dry leaves ignite; persons take 1D6 damage.

10 MT Airburst: Within a radius of 28 km, fabrics and paper ignite; persons take 4D6 damage. Within a radius of 42.4 km, blistering burns (2nd degree); persons take 2D6 damage. Within a radius of 44.8 km, dry leaves ignite; persons take 1D6 damage.

1 MT Airburst: Within a radius of 9.6 km, fabrics and paper ignite; persons take 4D6 damage. Within a radius of 17.6 km, blistering burns (2nd degree); persons take 2D6 damage. Within a radius of 18.4 km, dry leaves ignite; persons take 1D6 damage.

Damage is not cumulative, take the highest applicable.

Even though a person may well survive the fire damage, the "nuke" will cause a firestorm of "fabrics and paper ignite" radius. If records from World War II are accurate, the chance of a person escaping or surviving a firestorm is very small. It is the responsibility of the players to specify how they will attempt to do so, and of the Referee to consider if they would succeed.

Radiation Effect

Electromagnetic Pulses: EMP occur when a "nuke" is detonated. It is safest to use the "fabric and paper ignite" radius since accurate information on the effect is difficult to obtain. This EMP will severely damage or immobilize electrical or electronic equipment, though measures may be taken to avoid this at great expense. There is also a slight chance that false signals will be generated in computers, communications systems, and detectors.

Fallout: The materials remaining after a nuclear explosion are radioactive, and emit radiation for a long time. When they mix with earth etc. thrown up by the explosion, radioactive clouds form and create a fallout hazard for people who are downwind. Because groundbursts cause craters they throw up more dirt: so the fallout is more dangerous since there is more of it.

Blackout: Blackout weapons are specially designed devices which maximise the blackout effect of the detonation. The area covered by the blackout increases with the size of the device and the altitude at which it is detonated. The exact figures seem to be classified; one source suggests a blackout cloud of 100 km radius from a device of several MT at a "suitably high altitude". This cloud might endure for hours, and certainly for a few minutes at least. (The exact duration can be controlled by the attacker by careful design of his bomb, and careful choice of the number and location of the explosions.) Radar and radio systems are "blacked out" and cannot "see" through the cloud. The duration of the blackout is less for devices transmitting higher frequencies; it goes approximately as the square of the radar/radio frequency. Thus UHF is out of action for perhaps 10 minutes while S-band radar is covered for only a few seconds. However, even after the radars can "see" again, their pulses are refracted. Thus substantial errors – up to tens of kilometres – in estimates of positions occur. This problem may be overcome in the absence of Window or decoys by using two frequencies which differ widely, e.g. S-band and UHF, and comparing the estimates from both. This is the reason for the substantial DM on missile fire through blackout above. Blackout is due to atmospheric ionisation in part, and thus its effect is reduced when it is used in deep space.

Blindness: People facing a "nuke" when it detonates may have their sight seriously damaged or destroyed. For the radius of this effect use the "ignition of fabrics and paper" radius. (This is an estimate based on little information).

Effect of Radiation on Characters: After a nuclear explosion, persons in or passing through the affected area or the area below or in the fallout cloud, or an area the fallout cloud has passed over, must "save" by throwing their endurance or less on 3D6. Failure to save indicates 1D6 of radiation damage taken. The associated DMs are:

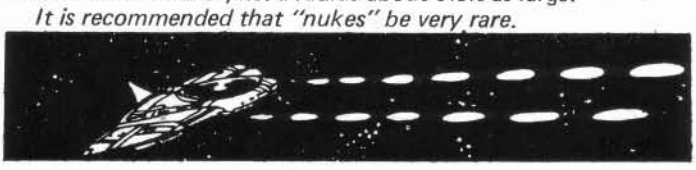
Antiradiation suit or similar: –4
Airburst: –3 to –1 depending on viciousness of the attack.

These are applied to the damage die roll, not the save. Each day thereafter that the character remains in such an area, he must save again. On leaving the area a final save is rolled; failure on this final save means that the victim will continue to take 1D6 damage per day until hospitalised. (The DMs above still apply.)

A Note on the Devices

The nuclear devices considered are hydrogen bombs of standard types. It is possible by careful design to enhance any one of the three types of effect – i.e. radiation, fire, or blast – at the expense of the others. In all cases, the airbursts are assumed to occur at that height which would do most damage. Airbursts at lower altitudes cause less fire and blast damage, but more fallout. The effects of weapons of different sizes is calculated as follows: for each factor of ten times larger, multiply all radii by 2.2; each factor of ten times smaller, divide all radii by 2.2. Thus, a 10 kilotonne device, being 1,000 times smaller than a 10 MT device, affects an area with a radius 2.2 x 2.2 x 2.2 = 10.648 times smaller, i.e. a radius about 9½% as large.

It is recommended that "nukes" be very rare.



EFFECTS OF EXPLOSIVES

Blast Radii for Chemical Explosives.

Any person within the blast radius of the explosion may be hit for (1-6)D6 of damage. The explosive needs a base of 8+ to "hit", with an armour DM as shotgun if the victim is more than half the blast radius away from it, or as assault rifle if closer.

Weight of Explosive	Blast Radius*
1,000 kg	101 m
100 kg	46 m
10 kg	21 m
1 kg	9.5 m
100 grammes	4.5 m
10 grammes	2 m
1 gramme	0.9 m

Effect of Fragmentation Jackets

Most munitions, as opposed to explosive charges, are fragmentation weapons which on detonation throw out shrapnel. To simulate this effect, fragmentation weapons have *double* the blast radius indicated for their size. Normal charges can be easily converted to fragmentation weapons by closely packing them with bits of gravel, nails, etc.

Grenades

Grenades are assumed to be 1 kg fragmentation weapons. (This makes them slightly less effective than real grenades.) Characters may throw grenades a distance equal to three times their strength in metres. (This means they will sometimes be inside the blast radius themselves!) The hit probability for a grenade is the same as for thrown daggers, i.e. 2D6 + expertise + dexterity, an 18 or higher indicating a hit. If a grenade fails to hit, where it actually lands is determined by dicing for the direction on an imagined hex grid. Having found this direction, the distance, in metres, by which the grenade missed is found by subtracting the modified dice roll from 18.

ARTILLERY

Skill use

When using direct fire, i.e. the target is visible to the gun crew, the gunner applies his gunnery expertise to the shot, and picks up any resulting experience. If the target is out of sight a forward observer must be used, he applied his expertise to the shot and if successful acquires the experience. To hit, a score of 18 is required, with appropriate DM for expertise, and gunner's dexterity added, to a two-dice roll, with an additional DM of +4 for rangefinders if used by the appropriate party, i.e. gunner for direct fire and forward observer for indirect fire. (Alternatively heavy weapons may be treated as normal gun weapons with no required dexterity, or a referee-assigned required dexterity; or as starship turret-mounted weapons.) Normally bunkers, AFV etc. require a direct hit to "kill" them, whereas men may be killed even if the 25-pounder shell misses them by several feet. Use the sections on *blast radii* and *fragmentation* above for heavy weapon fire; though the weight of the shell must be established. If the projectile misses, determine as for *grenades* above. The distance in metres, it missed by is determined by subtracting the Gunner's/Fwd. Observer's expertise level from a 3D6 roll, (or by subtracting the modified "to hit" score from 18).

Camouflage and Defences

These have an adverse effect on heavy weapon fire: after the attacker has added his expertise to the roll, the target may, if he has prepared for the shelling, subtract any expertise he holds in gunnery, tactics or forward observer from the attacker's roll, and, if the shell misses, add the same amount to the distance by which it missed (this latter is done by making dummy emplacements etc). If this subtraction is instrumental in making the shell miss, the defender should be awarded experience for it. Parties with no such expertise *and* no training in surface combat (i.e. not marines or army) are subject to a DM or +3 added to the gunner's attack roll.

*To find blast radii for bombs of mass between those values listed, the blast radius increases as the cube root of the mass.

THE FIEND FACTORY

A regular feature introducing new and interesting monsters, edited by **Don Turnbull**.

First, a word of apology. When readers are sending contributions for the *Factory* (of which we have received nearly 600!) they sometimes enclose a letter asking me a question or two about this or that. Mainly the questions are about the Monster-mark system, but there are other topics. Now I'm sorry, but I simply haven't the time to answer all these individual queries, and since it wouldn't be fair to answer some while ignoring others, I have had to make a strict rule not to answer any. Which may seem rather heartless until you consider the volume. What you could do, if you think it worthwhile, is to try to prevail on the editor to include, every so often in *White Dwarf*, a 'question box' feature in which questions of general interest could be answered, or at least a point of view put forward.

However, please don't let this put you off writing with your comments which don't require an individual reply. I welcome views on the column – critical or otherwise – and can assure you that they aren't ignored. Of course, praise (which comes from time to time) is particularly welcome . . .

This time we have a collection of rather powerful beasts. In all cases I have omitted to include a Monstermark, either because it is incalculable or because it is very high (usually both). Similarly you can regard all these creatures as occupying relatively high ranks in the monster level tables.

GURGOTCH

by Roger Musson

No. appearing:	1-2
Armour class:	1
Movement:	12"
Hit Dice:	8D8+3
Treasure:	F
Attack:	2 tusks (1-10 each), charge (4-40), trunk (special) and breath weapon (special).
Alignment:	Chaotic-evil
Intelligence:	average
Magic resistance:	50%

The Gurgotch, or Demon Elephant, is another of the infernal forces once conjured forth to do war against the forces of Good; the remnants now wander the Earth, seeking the depths from which they originated.

In form the beast resembles a large black elephant with big saucer-like glowing white eyes and a tail resembling a trident.

Its usual mode of attack is with its tusks which are set about 6' apart and with its trunk, with which it lifts its opponent (assuming it has scored a hit) and either drops them off a handy precipice or throws them to the ground with twice the force of a normal fall. Its initial charge against a group of adventurers delivers 4-40 points of damage (by trampling its foes underfoot) to each victim who fails to 'save against his dexterity'.

It has one other deadly weapon – its breath. In place of an ordinary tongue, the Gurgotch has a great trumpet-like funnel from which it exhales a noxious gas which acts on the central nervous system of a victim. All caught in the cloud must 'save against constitution' or lose all conscious muscular control from the neck downwards (in effect, they are paralysed); they also lose 4 points of dexterity and 2 points each of strength and constitution. Those making their saving roll are not paralysed but still suffer the effects of the loss of characteristic points. In either case the loss of characteristic points is permanent unless a *bless* and *cure disease* are cast, in that order and one immediately after the other, on the victim within a week (of course a paralysed victim will have had to have the paralysis removed first).

Comments: More suitable to a wilderness encounter than a dungeon, though in a restricted space its charge will be even more effective. A lot of decisions for the DM to make here – how many in the group of victims would be 'caught' in the charge? Can the tusks skewer two different victims at the same time (after all, it's had plenty of practice)? What range and area of effect has the breath weapon?

In case the concept of 'saving against a characteristic' is not familiar, let me briefly explain (though I think many DMs use this in one form or another). Quite often there arise circumstances in which the character's ability to avoid a certain action should be related to one of his characteristics (for instance his ability to avoid a charge will be a function of his dexterity, his chance of taking a sensible course of action in confusing circumstances will be related to his intelligence, and so on). In such cases DMs often resolve the problem by asking the character to roll under his characteristic score, his action succeeding if he does so and failing if he doesn't. Thus if a character with a dexterity of 15 stood a chance of avoiding the charge of a Gurgotch, the DM might ask him to roll 3D6 (2D6 if he wants to make it easier – in this case certain – or 4D6 if the DM thinks the chances are rather small). If the character rolls 5+3+2=10 he has 'saved' and has avoided the charge; if he rolls a 17, he gets trampled. This is a useful way of testing any particular ability, and also useful in dealing with non-player-characters if there is any doubt about the actions they would take, the advice they would give and so forth.

MINDWEB

by David Taylor

No. appearing:	1
Armour class:	variable
Movement:	variable
Hit Dice:	variable
Treasure:	nil
Attack:	variable
Alignment:	Lawful evil
Intelligence:	very high

The Mindweb is a group entity which grows by absorbing the minds of characters or of monsters which have human intelligence or above. It manifests itself as a motley group of men and creatures, their heads linked together by a shimmering, immaterial network of silvery lines of force. These lines can stretch as much as 100', so that all the component units can move within that radius of the nucleus. The nucleus itself is a shimmering force-sphere at the junction of all the strands of the web; it has 100 hit points, is treated as AC –2 and has 80% magical resistance, being vulnerable only to blows from weapons with at least a +2 magical bonus.

The individual members of the Mindweb retain the abilities they possessed before absorption though their actions are totally under the Mindweb's control. Large webs have been known to contain creatures of all types, from Gnomes to Storm Giants.

Characters encountering the Mindweb will be taken alive if possible and their minds absorbed into the Web. To snsnare its victim, the Mindweb shoots out a silvery line of force at a single target within the 100' range; this attack is rolled as if from a 10-dice monster, though if a successful hit is scored the victim can escape being trapped if he rolls under his dexterity with 4D6. If a victim fails his saving roll, he is rendered incapable of normal action for three melee rounds, at the end of which his mind has been completely taken over by the Web and he will then act on its behalf. During the interim period, the victim will stand stock-still as if in a trance; *dispel magic* cast upon him during this time has a 5% chance per level of the caster of releasing him, in which case his actions return to normal after a further two-round recovery period.

Once a victim's mind has been absorbed by the Web, only a full *wish* is certain to release him and a *limited wish* has a 50% chance (in either case, roll also for System Shock).

Victims of the Web will use trickery and/or force to try to get their comrades absorbed too. For instance they may, if their capture has not been seen by their comrades, pretend to rejoin them and lead them to treasure, instead leading them to where other units of the Web can ambush them and the Web itself can attack.

Comments: I have taken a few liberties with this creation since it appeared that some detail was incomplete (and readers may think it still is). The group entity is a rare phenomenon in D&D, but this particular version is quite a popular fantasy concept and deserves a place, in my view. DMs may wish to vary the characteristics of the nucleus to make the Web more or less powerful, depending on circumstances. They may also wish to rule on the distance over which the lines of force connecting the units to the nucleus can be seen. I presume, incidentally, that there is no way in which these lines can be cut?

ENERGY CYCLONE

by M.C.
(no name and address given)

No. appearing:	**1**
Armour class:	**0**
Movement:	**36"**
Hit Dice:	**8D8**
Treasure:	**nil**
Attack:	**special**
Alignment:	**Neutral**
Intelligence:	**non**
Magic resistance:	**see below**

Created by high-level Magicians, these creatures are composed entirely of magical energy and are usually imprisoned in crystalline globes. The original creator was wont to send a globe to each of his enemies, the globe being magically set to shatter on the touch of the individual enemy concerned, thus releasing the creature imprisoned within. If a globe is discovered, therefore, it may have been 'targetted' on a particular victim (in which case only quite a heavy blow will shatter it) or may simply be set to shatter on any touch. Once released the Cyclone will attack the person shattering the globe either until its victim is dead (in which case the Cyclone, its task complete, will be dispelled) or until the Cyclone itself is neutralised.

The Cyclone appears as a whirlwind of energy which shimmers and glitters, causing temporary blindness (for 1-3 turns) to all who look directly at it within a 20' radius (save as against magic to avoid the effect). It cannot be damaged by normal weapons. When a successful hit is scored against the Cyclone, the damage inflicted is also inflicted on the striker of the blow, in the form of energy loss via the attacker's weapon. (Of course, damage from a +1 arrow, for instance, does not also harm the attacker since there is no physical contact with the Cyclone.)

Once every three melee rounds the Cyclone emits a 6-dice lightning bolt; otherwise it does the same damage as does an Air Elemental and sweeps away all creatures of under three hit dice.

The Cyclone is impervious to most magical spells but can be damaged by *ice storm, disintegrate* and *dispel magic* (which has a 5% chance per level of the attacker of delivering 1-4 damage on the Cyclone and also negating the *lightning bolt* if it was to be released that melee round). A *lightning bolt* spell will restore the appropriate number of hit points to the Cyclone.

Comments: An interesting variant on the Air Elemental. I wonder whether it should be able to sustain itself indefinitely or whether its existence should be of a fixed duration? I am inclined to the latter, though DMs will make up their own minds. To be fair to players, a DM who scatters a few of these globes round his dungeon should also try to give players a chance (by means of rumour or a hidden parchment, perhaps) to find out their function, other than by the hard way.

ICE MAIDEN

by David Hicks

No. appearing:	**1 - 4**
Armour class:	**–2**
Movement:	**9"**
Hit Dice:	**4-6D8**
Treasure:	**A**
Attack:	**by weapon type + special**
Alignment:	**Lawful evil**
Intelligence:	**very**

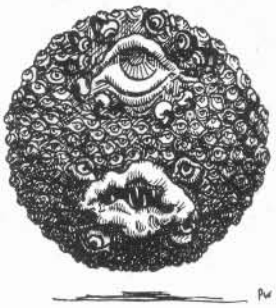
An Ice Maiden is about 6' tall and looks like a very pale naked human female. Her 'hair' is composed entirely of icicles and her eyes are a penetrating light blue, with no discernable iris or pupil. Her body appears to shimmer in such a way that her exact position is uncertain; this uncertainty is reflected in her low AC. They speak their own language in addition to the common tongue. Ice Maidens are found only in the coldest climes, usually underground. They are completely impervious to cold but fire-based attackes do double damage.

Any character within 30' of an Ice Maiden and who meets her gaze is immediately turned to ice unless a saving roll is made (as against stoning). If the saving roll is not made, only a full *wish* will reverse the process, and in the meantime the victim is vulnerable to melting, etc.

Comments: Superficially not particularly strong, but all these creatures with instant stoning, paralysation etc. are dangerous — and watch where you are putting your torches when a nearby mate has been iced! To determine whether a character meets the gaze of an Ice Maiden (or a Medusa or anything on those lines, come to that), first determine the light conditions — how close would a character have to be to see the eyes? When the potentially vulnerable group has been identified thus discount any character who had taken specific avoiding action (like using a mirror); for the rest, have them make a saving roll to see whether they have met the gaze (this is an instance in which a save against intelligence could be useful); only if they fail that roll do they suffer the effects. The system will vary from DM to DM, of course, and this isn't in any way authoritative; however, I have found that few DMs pay attention to the prevailing light conditions in these circumstances.

GAZER

by Charles Stross.



No. appearing:	**1**
Armour class:	**–4/2/4**
Movement:	**12"**
Hit Dice:	**15D8+4**
Treasure:	**in lair A,2B,Z.**
Attack:	**special**
Alignment:	**Lawful evil**
Intelligence:	**high**

The Gazer, or Spherical Killer, is a strange relative of the Beholder. Only 7 of these creatures are known for certain to exist. Like its cousin it is most often found underground. It appears very much like the Beholder with one significant difference — in the Eyes.

There are 10 small eyes located around a reddish central eye in the front, with a mouth set at about 40° from the vertical. The mouth is used primarily for feeding (though in extreme circumstances, when other measures are not available, the creature will use it to bite a victim for 2-5 damage) and is surrounded by 4 small eyes used solely for vision. The 10 small eyes around the central eye are usually pointed at that central eye, for this is the creature's main method of attack. The 10 independent eyes project beams of light, once each melee round, at the central eye which in turn focuses them and discharges the collected light in a single powerful beam 5' in diameter over a range of 60'. A victim caught in the beam takes damage equal to the number of hit points the Gazer has remaining at that time. A saving roll is permitted; success halves the damage.

The 10 eyes can project their beams individually at separate targets without using the central eye as a focusing device; in this case the number of hit points delivered in damage is 10% of the beast's total per eye, the diameter of the beam is 6" and its range 20'.

The central eye performs one other function. If it has been used to focus the beams of all 10 individual eyes, and if by this means a hit has been scored on a victim, the central eye then acts as a Gem of Brightness for 1-4 melee rounds thereafter, the victim being subject to all the effects (though damage is halved if a saving roll is made against dragon breath).

The small eyes around the central eye are all AC –4; each contains 1% of the creature's total hits. The pulpy mouth is AC 4 and contains 50% of the total hits. The central eye is also AC –4 and contains only 1% of the total hits. The body is AC2 and contains the remaining hits points.

The scaly hide of the Gazer is dotted with minute eyes — about 1000 of them — which are realistic enough to confuse unless studied from close quarters. If anyone tries to hit a 'fake eye', they have 1 hit point each but are treated as AC –9. The Gazer hide is therefore highly prized if it can be collected intact since it can be used as a Robe of Eyes by any character class. The hide itself is a dirty blue-grey, the eyes coloured like rubies. Each minor eye (not a 'false eye') is worth 50-100 gp and the central eye is worth 200-600 gp.

The Gazer can telekinese 8,000 gp weight. Its saliva is mildly poisonous — anyone who is bitten by a Gazer must make a saving roll against poison or suffer mild itching which cuts their hit probability by 10% for one day.

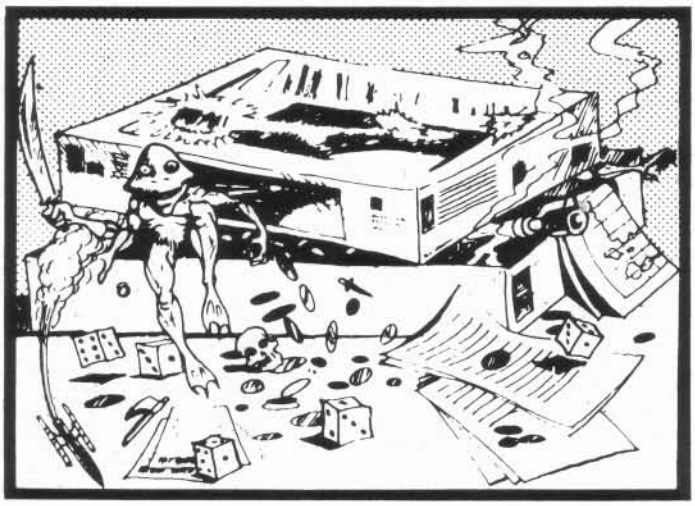
Comments: Well, this is a brute and no mistake! A very well-constructed creature and the product of a highly fertile imagination — we will be seeing more of Charles' creations.

Although Charles did not specifically mention these points, I would suggest (a) invulnerability to normal weapons — at least a +2 weapon required to hit; (b) high magic resistance — say 50%; (c) perhaps some psionic ability. No — I'm not trying to make it even nastier just for the sake of it, but these things appear to me to be consistent with the beast's development.

Certainly the most powerful creature to have featured in the *Factory* so far, but fearsomely logical and creating a very vivid (and nasty!) image.

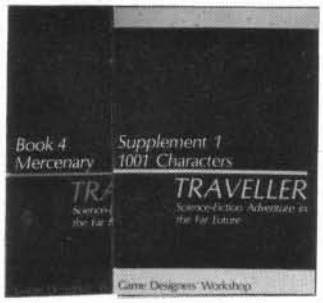
By the time you read this, and major unexpected hitches aside, the *Folio* will be well on the way to publication — we are aiming for November and see no reason at present why we should be delayed. Though I say it myself, it is shaping up rather well; I don't think those who like the *Factory* will be disappointed.

OPEN BOX



OPEN BOX examines Science Fiction and Fantasy games and rulebooks currently in the shops. The reviews have been written by either independent authorities or members of the White Dwarf Test Panel. The OVERALL figures on a 1–10 scale, rates the game itself taking all factors into consideration.

MERCENARY (Book 4) – £2.95
1001 CHARACTERS (Supplement 1) – £1.95
Game Designers' Workshop



TRAVELLER itself was reviewed in *White Dwarf 6.* At the time I thought the game, though excellent in many ways, would probably not 'catch on' and was destined to occupy shelves rather than minds. It seems I was wrong.

MERCENARY is, quite simply, an addition to the rules, printed in the same excellent format as the three original books. It deals exclusively with the professional mercenary – his recruitment, training, equipping and gaining of experience, together with additional combat rules and new 'ironmongery' – weapons, vehicles, artillery, armour and miscellaneous equipment. Much of the book fills out the basic information given in the first three books with particular relevance to the mercenary

If you are 'into' *Traveller,* this will be a welcome extension to the rules and will add to the already-wide scope of them.

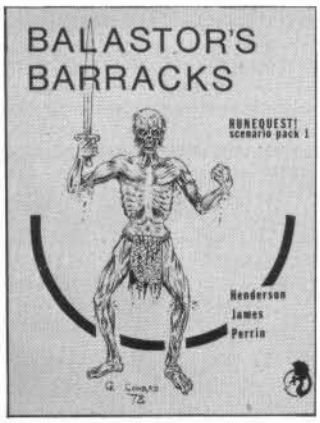
1001 CHARACTERS is just what it says—a catalogue of 1001 *Traveller* characters, pre-generated for convenience and complete with service rank, age, cash balance, skills and mustering-out benefits. The characters are subdivided into sections each corresponding to one of the service arms – Navy, Marines, Army, Scouts, Merchants and Others – with a seventh section containing ordinary encounter individuals.

A frustration of *Traveller* lies in the character-generation system which, if you are unlucky, takes you quite a lot of die-rolling to reveal that the very promising character you are dealing with unfortunately got killed in his final term of service, whereupon you start the whole process again. This booklet allows players to avoid that process, and for this reason alone will be regarded as a valuable asset for those to whom character-generation is merely a tedious pre-requisite to getting down to the game proper. Others will find it of limited use for rolling-up 'encounter characters'. Either group will find the format and the quality up to the high standards of the other *Traveller* materials.

Overall: Mercenary: 9
1001 Characters: 6

Don Turnbull

BALASTOR'S BARRACKS
The Chaosium – £1.99



Twelve hundred and fifty years after the beginning of Time, the great walled city of Pavis lay under siege by the forces of Gerak Kag, King of the Trolls. Balastor Brightaxe, Rune Lord and High Priest of the cult of Pavis was killed, but not before he had time to call on his patron Pavis for aid. Pavis responded. The spirit which occupied Balastor's Axe departed and was replaced by the spirit of Balastor. Balastor's few surviving companions hid the Axe within the underground Gryphon Barracks and then died to a man when the trolls poured down the staircase.

Now, 360 years later, Pavis is occupied again. The Lunar Empire has moved into the plains of Prax and the residents of New Pavis have opened their gates to the invader.

The legend of Balastor's Axe is well known in New Pavis. The Imperials, wishing to wed their goddess to such a symbol of the spiritual life of Pavis, are outfitting an expedition to recover it. It is rumoured that the Sartor Exile Army, led by a weapons master named Argath, is also attempting to recover the Axe as a symbol of the independence of Pavis. Obtaining the Axe will not be easy, but the adventurers recovering it could write their own ticket.

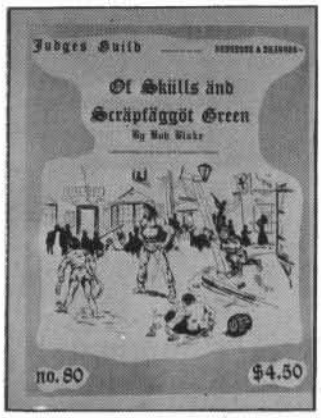
Balastor's Barracks is the first of a series of inexpensive mini-dungeons produced by *The Chaosium* for use with the *Runequest* rules. It is suitable for a party of six or more player characters developed using the previous experience section of the rules. It consists of a 24 page booklet in a card cover containing an introductory section, two maps and a description of 35 rooms containing over 60 monsters. The barracks is too large to be explored at one session and too much of a killer dungeon to be satisfactory as part of a campaign.

If used as a solitaire dungeon, *Balastor's Barracks* will give a feel as to what a party of Runequest characters can handle. The layout of the Barracks – three tough complexes and a few odd rooms – means that only a party of very tough characters can expect to survive. Fighters wearing plate, with a 40% ability or better using a thrusting weapon and with a decent level of Power are most suitable. Used in this form *Balastor's Barracks* will provide about 40 hours play.

Overall: 5

Jim Donohoe

THE DRAGON CROWN – £1.25
OF SKULLS AND SCRAPFAGGOT GREEN – £2.95
Judges Guild



These are both 'contest dungeons', one used for the tenth *GenCon D&D* tournament, the other for the *Pacific Encounters Convention* of 1978. For this reason, they contain a little more detail, by way of instructions on setting up the teams, selecting

the characters, working out 'victory points' and so on than the 'normal' module, though this will be of little more than passing interest unless you are intending them for tournament use. Both are based on the original rules plus *Greyhawk*.

The Dragon Crown is suitable for 6 characters of experience level 1st-4th. It is quite a short, straightforward single-dungeon-level adventure which should be capable of completion in 4-5 hours play. The quest is the recovery of a crown belonging to a Red Dragon which threatens the players with promises of breakfast (of which they are the main course) if they fail.

There are 26 rooms in the dungeon, each given a brief description and keyed as usual. Their occupants are mainly Kobolds – in one sense a good idea to stock rooms with the same types of monster since in a tournament the teams could go in different ways to their objective, but this will make for dull repetitive play in other contexts.

Though the presentation is pretty good, there are quite a lot of spelling/printing errors which are annoying, and a few odd 'rules' with which I would take issue. First we have the old hoary fireball business – the damage handed out is divided by the number of recipients; so take that cage of white mice with you. Then we have the concept of hits being cured by bandaging, which seems a trifle odd. To open a secret door, a roll is made against the character's intelligence; I could grant this for finding it, but once you have found a secret door, the fact that you have found it and identified it as such means you already have an idea how to open it, and brute strength is probably all that is required from then on. Also, to detect nature of traps, characters roll against wisdom; surely intelligence?? Well, you don't have to adopt these 'rules'.

Of Skulls and Scrapfaggot Green is a much larger affair, an adventure in three sections – first in a town then in a dungeon and finally in a wilderness setting. Players have to find a key in the town which they will use to enter the wizard's tower, then in the tower they have to find a skull, then they must journey through the Forbidden Lands, directed by the skull, and perform the final act of the quest at their wilderness destination.

The adventure is suitable for 10-12 characters of experience level 3rd-6th. The rules contain 'promotions' for the characters as they proceed from town to tower to wilderness.

Although the format of *Skulls* is the same as that of *Dragon Crown*, the former is a much more impressive publication. The adventure details 'read' well and convey something of the atmosphere. The adventure itself is well planned and carefully designed, though there are a number of parts of *Skulls* which are of no direct relevance to the adventure, and players could waste a lot of time in them (a curous design for a tournament; it doesn't say how long the tournament teams were allowed, but I doubt if the entire adventure could be played in much less than a full weekend). A particularly useful feature for tournament use is that monsters' attacks are pre-rolled.

Inevitably there are curiosities such as appear in almost every *Judges Guild* publication of this sort. A pendant called Akbeth's Sigil, a necessary part of the parties' equipment if they are to get anywhere at all, is mentioned in the introduction but, search as I might, I can't find it anywhere in the text. There is a tractor beam in the dungeon which smacks of technology entirely inappropriate to the setting. Level 6½ room 3 carries in the explanatory text mention of a diagram, but the diagram itself is absent. The dungeon levels are numbered 3½, 4½, 6½ despite the fact that there is no level 4 or level 6 (or 2 or 5, come to that) and the plans of the dungeon levels change orientation from one to another, so 'north' moves round and if you don't spot this it could be very confusing. Finally the word 'errata' is wrongly spelled – about the last word which should contain an error! Most of these are trivial annoyances but they do indicate an incautious approach to the publication which *TSR*, for one, appear to have eradicated. Neither of these products are up to the standard of the *TSR* modules, either in design quality or presentation. However they are by no means of poor quality, and *Skulls* in particular provides an interesting and absorbing adventure. At the price, they represent reasonable value for money.

Overall: Dragon Crown 5
of Skulls and Scrapfaggot Green 7 **Don Turnbull**

Molten Magic takes a look at some of the new science fiction and fantasy figures which are becoming available. The code letters and numbers shown on the photographs are purely for identification purposes and not those used by the manufacturers. The manufacturers' codes are shown in brackets after the title of individual figures.

A. Greenwood & Ball
1. Dwarf with Spear and Shield (SS129)
2. Adventurer with Two-handed Sword (SS112)
3. Cleric with Club and Shield (SS115)
4. Adventurer with Two-handed Axe (SS111)

B. Asgard Miniatures
1. Cleric (DA31)
2. Magic User (DA33)
3. Fighter (DA41)

C. Fantasy Figures Unlimited
1. Assorted Gangsters (G1)

D. Miniature Figurines
1. Skeleton with Basket of Bones (VFW119)
2. Skeleton with Barrel (VFW118)
3. Skeleton holding Lantern (VFW120)

E. Grenadier Models
1. Carrion Creeper (W58)
2. Orien (G6)

F. Archive Miniatures
1. Samurai (402)

G. Martian Metals
1. Eastern Man (FF63) (15mm)
2. Rider of the East (FF60) (15mm)
3. Hobgoblins (FF7) (15mm)

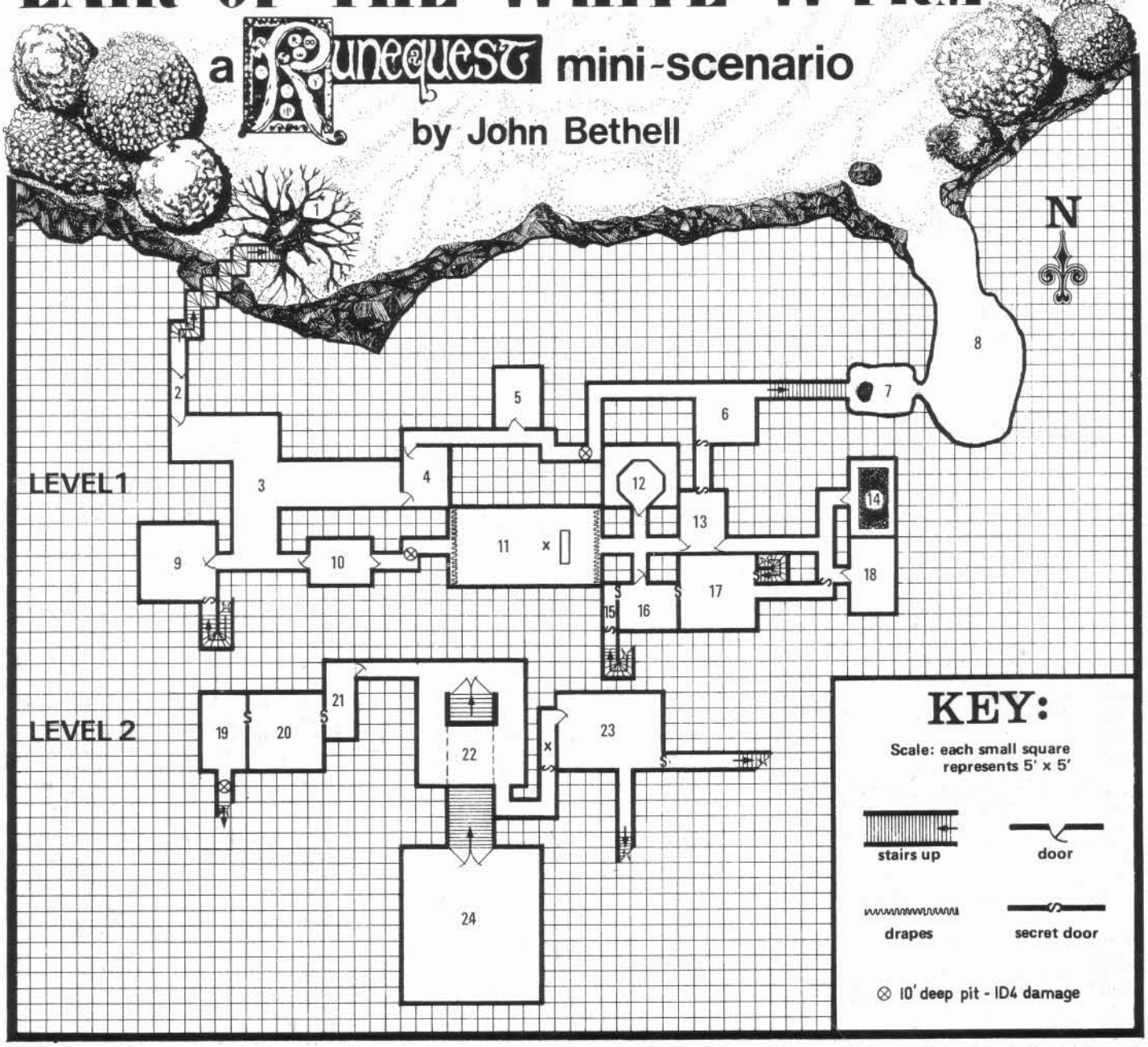
H. Ral Partha
1. Werewolf (ES61)
2. Air Elemental (ES64)

I. Citadel Miniatures
1. Giant Spider (FF49)
2. Goblin firing Bow (FF22)
3. Minotaur (FF17)
4. Giant Scorpion (FF50)
5. Salaman Warrior with Sword (FF45)
6. Salaman Warrior with Pike (FF42)
7. Great Fire Dragon (FF33)
8. Bard with Sword and Lute (FA6)
9. Paladin with Sword (FA10)
10. Illusionist (FA11)
11. Dwarf with Two-handed Hammer (FA15)
12. Hero's Armour hanging on Post (FS26)
13. Naked Girl in Stocks (FS20)
14. Victim in Iron Cage hanging from Gibbet (FS22)

LAIR OF THE WHITE WYRM

a Runequest mini-scenario

by John Bethell



History

It is rumoured that a party of Dragonewts, many years ago, harboured a young Wyrm which had been injured while escaping from a party of Morokanths. The Wyrm is said to have made good its escape bearing scrolls and treasures that the Morokanths would pay well to recover. One scroll in particular is of inestimable value to them.

However, the Dragonewt colony either died out, or moved on, as few traces of them now exist in this particular area. That the Dragonewts did at one time roam the area is almost certain, since runic carvings, said to be of Dragonewt origin, can still be found on the walls of a small cave and in the bark of an old hollow tree situated about 100 yards from the cave.

1. Oak Tree

This has been struck by lightning and is hollow with a triangular hole in the trunk. The hole is 3' high and 2' 6" wide at the base. It will need to be widened if any character or creature over SIZ 15 should wish to use this entrance. Those of SIZ 15 must throw vs. DEX to avoid becoming stuck for 1D10 turns. The internal diameter is 10' and is one-third filled with rotting leaves, small branches and twigs. Carved in the bark above the hole are barely legible signs. If any members of the party can read Dragonewt, throw Basic Perception x 3 or less on percentile dice to decypher: the carvings read "Mind the step!". Beneath the leaves and twigs is a 3' by 3' metal grille which appears to seal off a pit. The distance from the grille to the first firm footing below it is 10' — the step to be 'minded'. From this platform, stairs, cut into the earth, wind down. Roots force their way through the walls presenting ample handholds. The passage is 5' high at this point, rising to 10' at the bottom where it terminates with a locked, rotting wooden door.

2. Corridor

Chained to the east wall is a Scorpion Man:

STR 17; INT 4; POW 11;	L	3/5	R
CON 12; DEX 6; CHA 3; SIZ 17	3/4	3/6	3/4
Sting (1D6 + 1D6) 40%	3/3	3/5	3/3
Sting SR7	3/3		3/3
Defence 0% Move 8	3/3	3/5	3/3
Explodes on dying doing 3D6 damage to anyone within 15' radius.	TOTAL HPS:14		

Although chained up, he is hostile and eager to pick a fight with anyone. He cannot reach anyone squeezing past against the W wall but he will hurl abuse and challenges, and, as far as the chains will allow, make threatening gestures, lunge against his chains, and infer that he has slept with the wife/girlfriend/boyfriend/daughter/son/mother/father/etc. of everyone in the party in an attempt to start a fight. If he is slain, the explosion will not only seal off the passage but alert the occupants of 3, 4, 5, 6, 9, 10 and 11 who can't thereafter be surprised. Both doors are locked.

3. Old Entry Hall

Whichever way the party enters, around the corner, strutting towards them comes a Duck, wearing composite, horned helmet, and loincloth:

QUINCY (Superhero, barbarian Duck)
STR 12; INT 18; POW 12; L 3/5 R
CON 14; DEX 13; CHA 9; SIZ 5 –/4 –/6 –/4
Short Sword (1D6 + 2–1D4) 80% Parry 80% Points 20 1/5
Short Sword SR5 Spell SR2 –/5 –/5
"Master of Quack Fu" – two attacks per melee turn TOTAL HPS: 13
or one attack, one parry per melee turn or two parries.
First at SR 5, second at SR 10.
Fist (1D4) 100% Parry 100%
Kick (1D6) 100% Parry 100%
Butt (1D4+4) 100% Parry 10% Points -/3
Butt gets +4 if Quincy is wearing horned helmet. In dire situations he may try to parry with helmeted head, but chance of parrying is reduced by his natural reluctance to put his head where his opponent's weapon is likely to be! Note that the loincloth gives 1 point of protection.
Defence 15% Move 5
Healing 4, Bladesharp 2, Ironhand 4, Protection 4, Countermagic 3.

If greeted in a friendly manner, Quincy will act bashful but will join the party until they leave the dungeon. He is searching for a red-headed girl named Valda. If approached in a neutral manner, roll on Response Chart.

4. Old Guard Room

Three Trollkin corpses lie on the floor (Quincy has been this way) along with 2 short maces, a one-handed spear, 1 open helm, 1 large shield, a scattering of white feathers, and a small leather purse containing 3 Clacks.

5. Old Store Room

Room lit by lamps hanging from ceiling 15' above. The lamps consist of wicks floating in animal fat. Four Trollkin:

BELBOD
STR 9; INT 7; POW 6; L 3/4 R
CON 12; DEX 18; CHA 4; SIZ 9 3/3 3/5 3/3
Broad Sword(1D8+1) 35% Parry 35% Points 20 3/4
Dagger(1D6) 30% Parry 20% Points 10 3/4 3/4
Medium Shield Parry 35% Points 12 TOTAL HPS:12
Broad Sword SR5 Dagger SR6
Defence 5% Move 6
Leather armour, cap. 10 Lunars in purse, 48 Lunars in bedroll.

Twin brother:
DANVER
STR9; INT 7; POW 6; L 3/4 R
CON 12; DEX 18; CHA 4; SIZ 9 3/3 3/5 3/3
Broad Sword(1D8 +1) 35% Parry 35% Points 20 3/4
Dagger(1D6) 30% Parry 20% Points 10 3/4 3/4
Medium Shield Parry 35% Points 12 TOTAL HPS:12
Broad Sword SR5 Dagger SR6
Defence 5% Move 6
Leather armour, cap. 12 Lunars in purse, 53 Lunars, 208 Clacks in bedroll.

POTMAW
STR 11; INT 13; POW 10; L 3/4 R
CON 12; DEX 9; CHA 2; SIZ 8 1/3 1/5 1/3
Broad Sword(1D8+1) 40% Parry 40% Points 20 1/4
Dagger(1D6)35% Parry 30% Points 10 1/4 1/4
Broad Sword SR6 Dagger SR7 Spell SR 3 TOTAL HPS:12
Defence 5% Move 6
Disruption
120 Clacks in purse, plus several buttons and washers that have been palmed off on him as 'foreign coins'.

DENZELM
STR 13; INT 14; POW 3; L 3/3 R
CON 8; DEX 15; CHA 2; SIZ 9 3/2 3/4 3/2
Sling(1D8) 35% 3/3
Spear(2H)(1D10) 30% Parry 25% Points 15 3/3 3/3
Light Mace(1D6) 30% Parry 25% Points 20 TOTAL HPS:7
Small Shield Parry 25% Points 8
Sling SR2 Spear(2H) Lt Mace SR7 Spell SR2
Defence 5% Move 6
Disruption, Healing 2.
Leather armour and cap. 153 Lunars in purse.

On N wall is a shelf on which rests an ornate metal head-dress with wires attached. If worn it reduces the INT of the wearer to 4 for 1D10 turns. On hook behind the door is a bag containing 2 Wheels and 483 Lunars.

6. Old Guard Room

Lit by 4 flambeaux in holders, 2 on N wall, 2 on S. The flambeau nearest the secret door opens it if twisted; should the flambeau be *pulled* then a trap opens beneath the puller. Throw vs. DEX x 5 to avoid falling 15' onto spikes for 1D12 damage. In the room is a Great Troll:

MOON
STR 26; INT 4; POW 10; L 6/7 R
CON 16; DEX 10; CHA 2; SIZ 26. 7/6 7/8 7/6
Great Sword(3D8+2D6) 40% Parry 25% Points*30 7/7
Great Sword SR4 Spell SR3 7/7 7/7
Defence 0% Move 7 TOTAL HPS:21
*Great Sword is iron, and is also Magic Matrix for Coordination, Countermagic 2.
Chainmail, open helm. 77 Clacks, 69 Lunars and an opal worth 295 Lunars.

7. Small Cave

The roof is 20' high. At the rear is a 10' diameter stalagmite which conceals the entrance to the tunnel complex. The entrance is only found by a successful Spot Hidden throw.

8. Dragonewt Cave

The roof is 25' high. The W wall has a 3' x 4' crack leading to 7. The E wall bears runic carvings, ancient and worn, that some believe to be of Dragonewt origin.

9. Old Barrack Room

The room is lit by a torch rammed in a crack in the floor. From outside, a listener would hear the sound of muffled singing in an unrecognisable tongue. Hanging from a coat hook on the N wall is a drunken Dwarf who is waving an almost empty bottle. Between swigging and singing, he occasionally holds his breath until his ears turn blue, gets annoyed and returns to his bottle for comfort. He will be an instant friend of anyone with alcohol:

ODIL
STR 14; INT 11; POW 11; L 4/4 R
CON 13; DEX 10; CHA 10; SIZ 7 3/3 5/5 3/3
Axe(1D8+2) 45% Parry 45% Points 15 5/4
Small Shield Parry 40% Points 8 3/4 3/4
Axe SR7 Spell SR3 TOTAL HPS:12
Defence 0% Move 6
Detect Gold, Bladesharp 2, Invisibility (thow vs. INT x 3 to remember Invisibility before it can be cast – Odil is trying to remember it when first discovered).
Evaluate Treasure 75%, Move Silently 50%, Spot Trap 65%, Disarm Trap 65%.
Scale armour, cuir limbs, open helm. Odil has 41 Clacks to his name and owes the Thieves' Guild 1800 Lunars for training.

10. Mess Room

In the centre is a table around which are six chairs. On the table is the remains of a meal – a carcass of roast duck with a fair amount of meat still on it. Three half-empty wine bottles, assorted platters, gourds, goblets, well chewed bones, scraps of meat and bread etc. litter the table. The entire dinner 'service' is worth about 25 Clacks. On the floor under table is a single Clack (5% change of spotting) amid reeds and rubbish. In NE corner is a loose flagstone – only noticeable if trodden on – beneath which is a small chest. A poisoned needle (1D4) protects the lock. The chest contains 130 Lunars. (The alcohol is useful for bribing Odil (9); the duck is definitely not useful for bribing Quincy (3).)

11. Temple

Entry from E and W is via slits in heavy black drapes. The N and S walls are hung with old, and exceedingly dusty, tapestries worked in silver thread. The tapestry on the N wall depicts a winged serpent with an injured wing and reptilian bipeds gathered round it, and the one on the S wall shows a winged serpent seemingly asleep on a pile of discs, again with reptilians in attendance.

On entry into the room a Blinding spell is automatically cast lasting 10 melee turns. During this period the adventurers have all of their abilities, both combat and otherwise, reduced to a basic 5% whilst they remain in the room. The spell will not be recast for 10 full turns, so that re-entry of the room after the first 10 melee turns will be as normal.

If, after the first melee turn during which the spell is cast, all or any of the party remains in the temple, the Priest and three Trollkin henchmen will enter and attack. Their attacks and abilities are unaffected by the spell, except that no visually aimed spells can be cast during the period:

GROPER (Dark Troll Priest of the Kyger Litor Cult)
STR 24; INT 12; POW 14; L 6/6 R
CON 15; DEX 15; CHA 14; SIZ 15 6/5 6/7 6/5
Broad Sword(1D10+1D6*) 60% Parry 50% Points 20 6/6
Dagger(1D6+1D6*) 40% Parry 35% Points 10 6/6 6/6
Large Shield Parry 55% Points 16 TOTAL HPS:12
Broad Sword SR5 Dagger SR7 Spell SR2
Defence 5% Move 8
Bladesharp 3, Fanaticism 2, Healing 6, Blinding.
Full chain mail with closed helm. Gold ring with large pink crystal on right hand (Power Storing 12 points).
*Potency 12 blade venom on sword and dagger.

ITCHY
STR 9; INT 7; POW 6; L 1/4 R
CON 12; DEX 18; CHA 4; SIZ 9 1/3 1/5 1/3
Bastard Sword(1D10) 40% Parry 40% Points 20 1/4
Dagger(1D6) 100% Parry 90% Points 10 1/4 1/4
Bullwhip(1D4) 75% Parry 65% Points 10 TOTAL HPS:12
Bastard Sword SR5 Dagger SR6
Bullwhip SR2 Spell SR1
Defence 5% Move 6
Healing 2, Protection (cost 4 POW points).

N.B. Itchy has a Wyvern-hide jacket which gives him 5 pts armour to chest and abdomen. (1 pt has been lost in the tanning process) but there is a 50% chance that he will have taken it off. In this event he will attempt to put it on, provided that he is not engaged in combat in the first two melee turns. It is unrecognisable from any other old sleeveless leather jacket. (Players would have to have seen the protection afforded by the jacket in combat to appreciate its worth. They should not be told anything.) The jacket may be worn over or under armour.

Itchy will use the whip to snare or trip an opponent so that he can get to close quarters with his dagger, delaying that attack to SR10, in order to aim his blow. Itchy has a less than average INT but a terrific sense of self preservation! If, therefore, his side is losing badly, and all other Trollkin are wounded, Itchy will exit without delay. ►

SCRATCHY
STR 5; INT 10; POW 9; L 7/3 R
CON 9; DEX 15; CHA 3; SIZ 5 1/2 4/4 1/2
Small Mace(1D6) 45% Parry 45% Points 20 4/3
Medium Shield Parry 30% Points 8 7/3 7/3
Small Mace SR8 TOTAL HPS:8
Defence 5% Move 6
Full helm, cuir body, arms nil, bronze greaves.
Silver bracelet on left wrist (50 L), 54 Clacks and 1 Wheel in purse.

BURKE
STR 15; INT 5; POW 12; L 7/7 R
CON 18; DEX 6; CHA 2; SIZ 12 7/6 7/8 7/6
Morningstar(1D10+1D4)35% Parry 45% Points 12 7/7
Large Shield Parry 75% Points 12 7/7 7/7
Morningstar SR8 TOTAL HPS:18
Defence 0% Move 6
Plate mail, full helm. Wears a gold (coloured) bracelet — junk trinket — worth 11 Clacks.

On black draped altar is a silver chalice and three battered candlestick holders. Each item is worth 200 Lunars. In front of the altar is a 5' x 5' trap (marked 'x') which opens if any item on the altar is moved. The trap opens to a 20' drop, terminating outside 23 (marked 'x'), for 1D8 damage — doubled if victim is wearing plate armour on body.

12. Hall of Mirrors

The room appears to be very large, about 60' x 60' with a large number of fighting men and three other exits, all blocked by groups of well armed men. If the party lingers long enough, they may notice that the groups blocking the exits are similarly dressed to themselves . . . The room is in fact an arrangement of mirrors and the only occupants are four zombies:

EEN
STR 18; INT 0; POW 1; CON 16; DEX 5; SIZ 12 L —/6 R
Two-handed Club(1D12+4) 25% Parry 15% Points 15 —/5 —/7 —/5
Two-handed Club SR9 —/6
Move 6 —/6 —/6

TWEE
STR 13; INT 0; POW 1; CON 18; DEX 8; SIZ 17 L —/7 R
Two-handed Club(1D12+4) 40% Parry 20% Points 15 —/6 —/8 —/6
Two-handed Club SR9 —/7
Move 6 —/7 —/7

DRIE
STR 13; INT 0; POW 1; CON 13; DEX 8; SIZ 17 L —/5 R
Two-handed Club(1D12+4) 40% Parry 15% Points 15 —/4 —/6 —/4
Two-handed Club SR9 —/5
Move 6 —/5 —/5

VIER
STR 12; INT 0; POW 1; CON 13; DEX 7; SIZ 7 L —/4 R
Two-handed Club(1D12+4) 35% Parry 15% Points 15 —/3 —/5 —/3
Two-handed Club SR9 —/4
Move 6 —/4 —/4

In the centre of the room is a chest containing 200 Lunars and 7 Wheels.

13. Room of Breezes

Whichever door is used for entry, the other door will always be open and a sudden gust of wind will douse all torches.

14. Snake Pit

Around the edge of the room is a 3' wide walkway surrounding a 20' deep pit. A bronze runged ladder leads down into the pit where 9 snakes guard a 2' square trapdoor in the centre. Beneath the trapdoor is a chest containing 1000 Lunars, 31 Wheels and a coral necklace.
The necklace is a:

CORAL SNAKE All Snakes
STR 4; POW 9; CON 8; DEX 9; SIZ 1. TOTAL HPS: 6 —/5
Bite(1D4+Systemic poison potency 12) 75% SR3 —/6
Snakes in pit: —/5

WEAPON SNAKES
1) STR 4; POW 9; CON 15; DEX 9; SIZ 3. TOTAL HPS: 13
2) STR 3; POW 11; CON 13; DEX 11; SIZ 3. TOTAL HPS:11
3) STR 6; POW 7; CON 11; DEX 10; SIZ 1. TOTAL HPS:9
All sword tailed(1D6+1) 25% Parry 25% Points 12 SR9.
All move 4

STAKE SNAKES
4) STR 6; POW 11; CON 15; DEX 14; SIZ 1. TOTAL HPS:13
5) STR 4; POW 11; CON 14; DEX 8; SIZ 3. TOTAL HPS:12
6) STR 5; POW 12; CON 11; DEX 11; SIZ 6; TOTAL HPS:9
7) STR 1; POW 7; CON 8; DEX 3; SIZ 1. TOTAL HPS:6
All hard pointed snout, launch up to 10', (1D6+1) 25% SR6
All move 4

SPIT SNAKES
8) Male
STR 3; POW 11; CON 13; DEX 13; SIZ 3. TOTAL HPS:11
Acid(1D6 potency) 25%
Bite(1D4) 25% Move 4
9) Female
STR 6; POW 11; CON 15; DEX 14; SIZ 1. TOTAL HPS:13
Oil(*) 35%
Bite(1D4) 25% Move 4
*Foul smelling — eliminates all chance of secrecy for one week.

15. Cupboard

Old secret cupboard, the floor of which is littered with debris plus an ancient skeleton with the skull stoved in.

16. Old Store Room

In amongst hay and rubbish is a mouldy bag containing 62 Clacks and a necklace with a huge paste diamond worth 20 Lunars. Among this mess are 6 rat-shaped, armadillo-like creatures — Rubble Runners:

1) STR 3; POW 7; CON 10; DEX 13; SIZ 2. TOTAL HPS:8
2) STR 1; POW 8; CON 15; DEX 15; SIZ 3. TOTAL HPS:13
3) STR 5; POW 11; CON 10; DEX 13; SIZ 3. TOTAL HPS:8
4) STR 2; POW 12; CON 9; DEX 15; SIZ 1. TOTAL HPS:7
5) STR 3; POW 10; CON 7; DEX 10; SIZ 4. TOTAL HPS:5
6) STR 2; POW 12; CON 3; DEX 8; SIZ 1. TOTAL HPS:1
All bite (1D6) 25% SR10
Defence 10% Move 6

All Rubble Runners
L 2/5 R
2/4 2/6 2/4
2/6
2/4 2/4

17. Old Bandit Lair

The room is cobwebby, dusty and rubbish strewn. The secret door in the E wall is a loose slab 6' above floor level. Amid the rubble in the SE corner is a broadsword(1D8+1) 15 points left. Also two daggers(1D6) 10 points each. Hanging from a hook on the N wall is a composite bow, quiver and 12 arrows. In bottom of quiver, wrapped in rags are 2 Wheels. (Roll 1D12 — 1-10:amount of damage taken by bow, 11 or 12:bow undamaged.

18. Ceremonial Chambers

In the room are two Dwarf thieves, a captain and lieutenant, who are looking for a Dwarf who has gone off on a drunken spree (Odil, see 9):

YURIK
STR 16; INT 15; POW 14; L 4/6 R
CON 17; DEX 9; CHA 14; SIZ 7 —/5 5/7 —/5
Warhammer(1D6+2) 55% Parry 50% points 15 5/6
Small Shield Parry 35% Points 8 6/6 6/6
Warhammer SR8 TOTAL HPS:16
Defence 5% Move 6
Scale body, greaves, open helm.
45 Lunars and 103 Clacks in purse, 3 flasks of wine, one of water on belt.

GARESH
STR 20; INT 18; POW 17; L 5/7 R
CON 18; DEX 12; CHA 12; SIZ 8 5/6 5/8 5/6
Morningstar(1D10) 80% Parry 70% Points 12 5/7
Shortsword(1D6+1) 70% Parry 60% Points 20 5/7 5/7
Small Shield Parry 45% Points 8 TOTAL HPS:18
Morningstar SR7 Shortsword SR8
Defence 15% Move 6
Full chainmail, closed helm. 50 Lunars, 98 Clacks and 1 Wheel in purse, 2 flasks of wine, 2 flasks of water on belt.

The wine is to be used to lure Odil (see 9) back to camp. If the party are friendly, the Dwarves will warn of the snakes in 14.

19. Lower Sentry Outpost

The secret door to 20 is guarded by a goat-headed humanoid — a Broo. He is immune to all poison and disease, but carries Wasting disease:

PUKEL
STR 16; INT 8; POW 5; L 3/6 R
CON 14; DEX 12; CHA 2; SIZ 18 2/5 3/7 2/5
Spear*(2H)(1D6+1+1D4) 35% Parry 35% Points 15 3/6
Butt(1D4) 15% Parry 10% 2/6 2/6
Spear(2H) SR4 Butt SR8 TOTAL HPS:16
Defence 0% Move 9
Cuir, leather limbs, head natural.
*Spear is a sharpened stick with a fire-hardened point.

20. Lair of the Wolf

In the room is the Wolfbrother, Wulf, who is immune to bronze weapons and only vulnerable to Runic (pure) metals or magic:

WULF
As Wolf: STR 22; INT 5; POW 11; L 1/4 R
CON 11; DEX 9; CHA 10; SIZ 7 1/3 1/5 1/3
Bite(1D8+1D4) 35% 1/4
Bite SR9 1/4 1/4
Defence 10% Move 12 TOTAL HPS:10
As Man: STR 11; INT 9; POW 11; CON 11; DEX 9; CHA 10; SIZ 7
Large Axe(1D8+2) 30% Parry 30% Points 15
Large Axe SR7
Defence 0% Move 8
Track by Smell 60% Hide 60% Move Silently 50% Sense Ambush 50%

Being Chaotic, Wulf would recognise Francher (see 23) for what he is and would not attack him. In death, Wulf reverts to human form. There is a 50% chance that he will be in human form when first encountered. He has 45 Clacks, 21 Lunars and 5 Wheels in a purse.

21. Old Food Store

Scattered on the floor of this small store room are 3 human corpses, 4 dead Trollkin, 4 shortswords(1D6+1); roll 1D20 for each to determine points left, 1 rapier(1D6+1) with 15 points left, 2 daggers(1D6) with 10 points each, a small shield, 2 closed helms, 1 open helm and a full suit of chainmail. Also lurking in the room:

SHADOW CAT

STR 7; POW 19; CON 13; DEX 19; SIZ 4	L	–/5	R
Bite(1D6) 40% Rip(2D6) 80%	–/4	–/6	–/4
Bite SR8 Rip SR8		–/6	
Defence 20% Move 10	–/4		–/4
Move Silently 60% Ambush 50% Hide 80%	TOTAL HPS:11		

22. The Shelled Guards

In the room is a 5' high stone wall roofed with a metal grille and closed off by two locked gates along the N side. The key to the gates hangs on a hook on the N wall. Illumination is provided by wicks floating in oil lamps. In the room are two Dragon Snail guards:

SKYNE (One Headed)

STR 25; POW 16; CON 10; DEX 6; SIZ 23	4/6	Head
Bite (1D6+2D6) 40%	4/6	Body
Bite SR8	8/7	Shell
Defence 0% Move 3	TOTAL HPS:13	

CALLOB & GRYMP (Two Headed)

STR 33; POW 16; CON 15; DEX 4; SIZ 28	4/6 4/6	Head
Bite(1D6+2D6) 40%	4/6	Body
Bite SR8	8/7	Shell
Defence 20%* Move 3	TOTAL HPS:19	

Callob and Grymp will each attack different targets.
*Their appearance is so confusing that it acts as a natural defence.

23. The Keeper

Chained to the E wall is a man (Ogre):

FRANCHER

STR 22; INT 15; POW 12;	L	4/6	R
CON 16; DEX 13; CHA 18; SIZ 14	2/5	2/7	2/5
Weapon(Damage +1D4) 35% Parry 30%		2/6	
Weapon SR4+ weapon length Spell SR2	2/6		2/6
Defence 10% Move 8	TOTAL HPS:16		

Healing 4
Disguise 60% Move Silently 45%
Leather armour and open helm.

Francher can spit Acid of 2D10 potency 4 times a day, 6 yard range, SR2. If attacked he will spit at attacker. This is why he has not been killed yet, although he was 'spat' out when captured.

He is very hungry and hasn't eaten for 4 days. He likes human flesh but would not eat the flesh of friends . . . a friend being anyone who helps him.

On the table in the middle of the room is a bastard sword(1D10) with 20 points, main gauche(1D6) with 20 points, two keys on a ring (one to the Ogre's chains, the other to the lower gates of 24), a now-empty purse and a leather bag containing a half-eaten human arm and a half-eaten French loaf. There is also a skin of water: the Ogre is very thirsty.

The secret door in the SE corner is 6' above floor level

24. Lair of the White Wyrm

The gates are locked. Opening them automatically closes and locks the gates at the top of the stairs (22). The key is needed to re-open them. In room is a legless, winged serpent of a pale grey colour. It will take to the air to attack but owing to a badly healed wing and lack of space to really exercise it will land and fight on the ground after 10 melee turns. It is the White Wyrm:

AURON

STR 34; INT 12; POW 22;	L	8/6	R
CON 15; DEX 13; CHA 13; SIZ 44	8/5	8/7	8/5
Bite(1D10+4D6) 50%		8/6	
Bite SR7		8/6	
Defence 20%* Move 10	TOTAL HPS:25.		

Disruption, Dullblade, Healing 6.
Around its neck is a ruby in a gold chain setting worth 5400 Lunars.

In a niche, 10' up on the S wall, is a small wooden box containing 2 potions of double strength healing, 1 of blade venom potency 9, and 4 scrolls:
Scroll 1: increases constitution of reader by 1 point. It takes 16 weeks to work; each time the scroll is read, throw 1D6. 1-4 the scroll disintegrates. The scroll will disintegrate after the fourth person reads it anyway.
Scroll 2: secret technique scroll giving 10% increase in Broadsword attack and parry immediately. It can only be read twice and then it disintegrates. It can be read twice by the same person for double benefit.
Scroll 3: unreadable due to old age. It requires very careful handling or else it disintegrates. Handler must roll vs. DEX each time scroll is touched. This scroll is the one which is of value to the Morokanths.
Scroll 4: spell of Coordination.

Next Issue:

- **The Barbarian – an introductory board game**
- **Descent into the Depths of the Earth – running the 'D' Modules**
- **Expanding Universe – part III**
- **Fiend Factory – more monsters**
- **Treasure Chest – miscellaneous tables**

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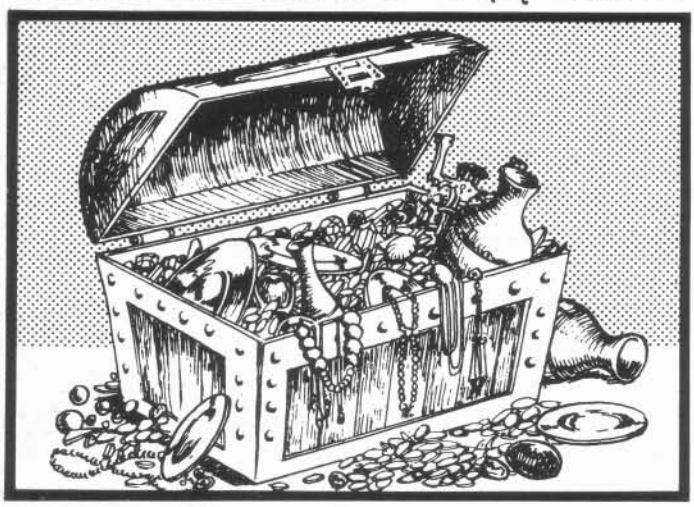
TREASURE CHEST



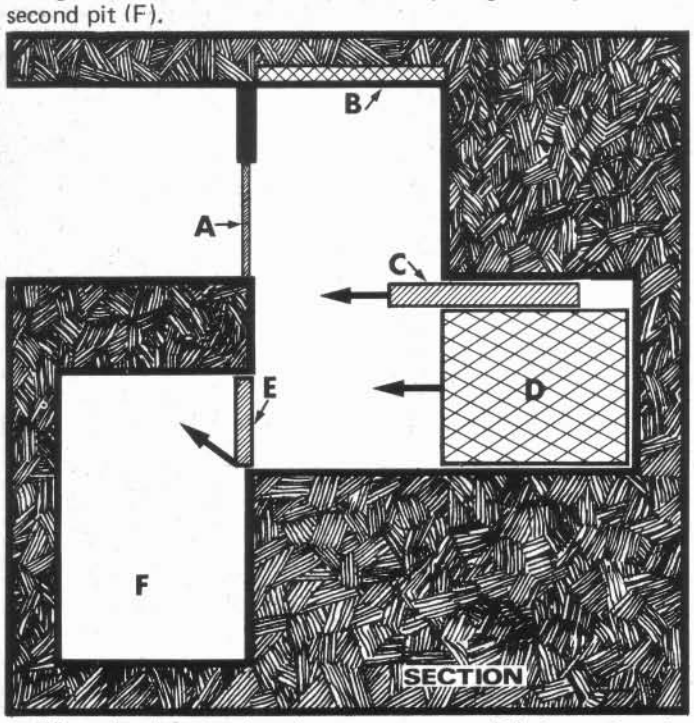
TREASURE CHEST is open for contributions relating to D&D additional rules, character classes, magic systems, objects, tricks and traps etc.

THE PITS

By Simon Shaw

When the door (A) is opened a plain 10′ square room is seen, however there is no floor, just a 10′ deep pit. The opening of the door activates a mechanism that slides the floor (C) across at a speed of 1 foot per second. Once this has been done the room appears as a plain room with a solid floor.

Once the floor is in place another mechanism is activated and a 10′ cube (D) moves across at the speed of 1′ per second. When it reaches a point 1′ away from the section of wall (E) the wall swings back so that the block pushes anything in the pit into the second pit (F).



When the door is closed a strong magnet (B) situated on the ceiling is activated and anybody wearing plate or even chainmail is pulled up to the magnet. Simultaneously the floor (C) moves back at a faster speed of 2′ per second (taking 5 seconds) and the block (D) does the same.

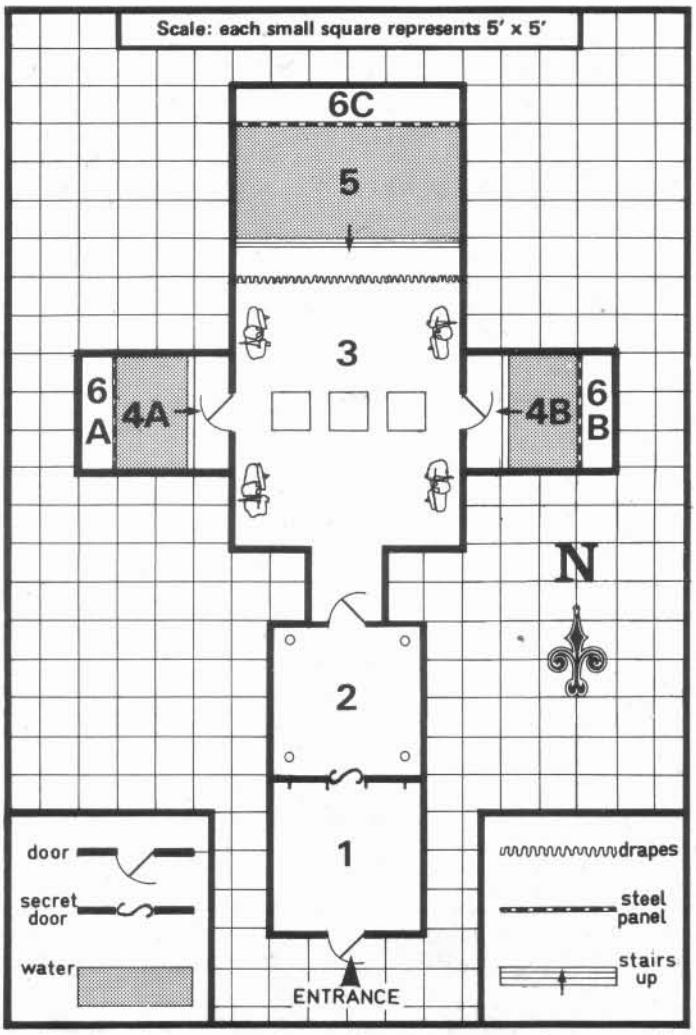
So what happens when the door is opened again? The magnet de-activates dropping anything/anyone 20′ into the pit below, immediately the floor closes over them and soon after the block (D) pushes them into the other pit (F).

NOTE:– The section of wall (E) can be opened from the inside, if anyone is still alive.

THE BATH-HOUSE OF THE PHARAOH

by Will Stephenson

This is a complex for the first dungeon level:



1: On the floor, snapping and snarling over the meat of a severed halfling leg, are 3 wolves (HTK13, 13, 12; AC7; Att2-5-MM). The room is 10′ high and is of rough stonework. The floor is wet and dirty. On the N wall are 4 pegs, on each of which is at least one small, green towel.

The pegs appear fixed but are actually on hidden hinges which allow them to be pushed up or down. They are at present in the "up" position. When they are all pulled down at once, the secret door in the N wall swings open.

2: There are four 3″ diameter drainage holes in the floor. One in each corner. The holes go down 30′ and link with an underground water level. The floor is damp but clean. The room is 10′ high. The walls and floor are of a red stone with a smooth glazed appearance.

The N door has a lock with keyhole, but is not locked. Anyone looking through the keyhole will see all of room 3 except for the nearest pair of statues and the E and W doors.

3: The walls, ceiling and floor are of green marble veined with blue. The northern drape is saffron coloured and 15′ high. The room is 20′ high. The four statues stand 10′ high and resemble humans carrying scimitars, spears and shields. Each is on a low circular plinth of red marble. The statues all face into the room. Three 5′ square slabs of normal stone occupy the centre of the room. There are several inscriptions around the room which can be read from a distance of about 10′.

The inscriptions are:

Above the W door, written in ancient common (roll D20 vs intelligence to understand): *The pool of the evening.*

Above the drape, written in ancient common (as above): *The noon pool.*

Above the E door also in ancient common (as above): *The pool of the morning.*

On the W slab, written in common:

When our god comes and goes,
Let the holy army
Look unto him,
And adore him.

On the central slab, also in common:

When Ra is at his zenith,
Let my divine divisions
Pay homage to his rising,
And then his setting.

On the E slab, also in common:

Also at this time,
I once vowed to pay the
Ultimate
Tribute.

On the ceiling, in common: *Silence is golden.*

If the NE statue or pedestal is touched, a **magic mouth** (formed at the statue mouth) speaks the following words:

The fourth element of alchemy,
Shall my treasure destroy,
Lest one brave and fearless,
Clear it erstwhile, from oriental land.

The effective translations of the inscriptions are:
W slab: "To open the false walls of the E and W rooms (sun rising and setting), swivel all the statues to face E and W respectively".

E Slab: "There is a tomb behind the N false panel".
Centre slab: "To open the false wall of the N (noon) room, swivel all the statues to face E then W". Note that there must be no break in this rotation.
The **magic mough** message: "The treasure will be destroyed by water, unless it is first removed by someone standing at the E slab".

The inscription on the ceiling refers to the fact that the gnolls in 4A and 4B will be alerted by noise in this room. Very loud noises, such as forcing the door from 3, will automatically alert them. Loud noises, such as shouting or melee, stand a 50% chance per round of alerting them (roll for each room). Low noises, such as normal conversation, stand a 25% chance per round of alerting them (roll for each room). Whispering, etc., will not alert them. If alerted, they will wait and then suddenly attack at what *sounds* an opportune moment. (They can only hear the party).

The pedestals (and the statues on them) are all easily swivelled.

The E slab is easily prised up. Underneath it is a hollow with a lever in the "up" position on each wall except the south. 50g.p. are in the hollow. When a lever is pressed down, the pool in the corresponding direction is drained of water. The effect is not reversible.

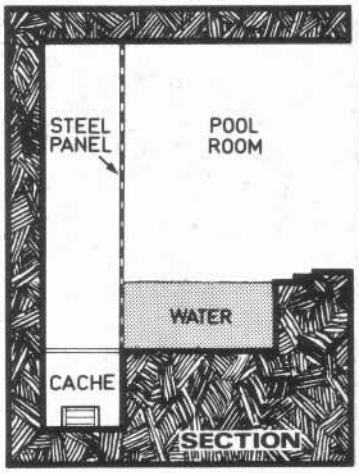
4A & 4B. These rooms are identical. Both are 15' high with a 5' deep pool. The water is strongly scented with herbs. On the steps of each are 3 gnolls in loincloths (HTK11,9,8;, AC10; Att2-8 – MM). Each carries 4 g.p. and 7 e.p. in a pouch concealed in his loincloth. (Note: the DM should vary the number of gnolls depending on the strength of the party).

The walls of the room are painted with scenes of men hunting dragons.

Scratching the paintwork of the rear wall of each room will reveal the wall to be completely of steel. Tapping it produces a hollow sound. They may be raised by correctly moving the statues (see 3). The water is drained by the levers under the E slab (see 3).

5. An identical pool to those in 4A & 4B, except for the size and the absence of gnolls.

6. The treasure caches are hidden as in the diagram:

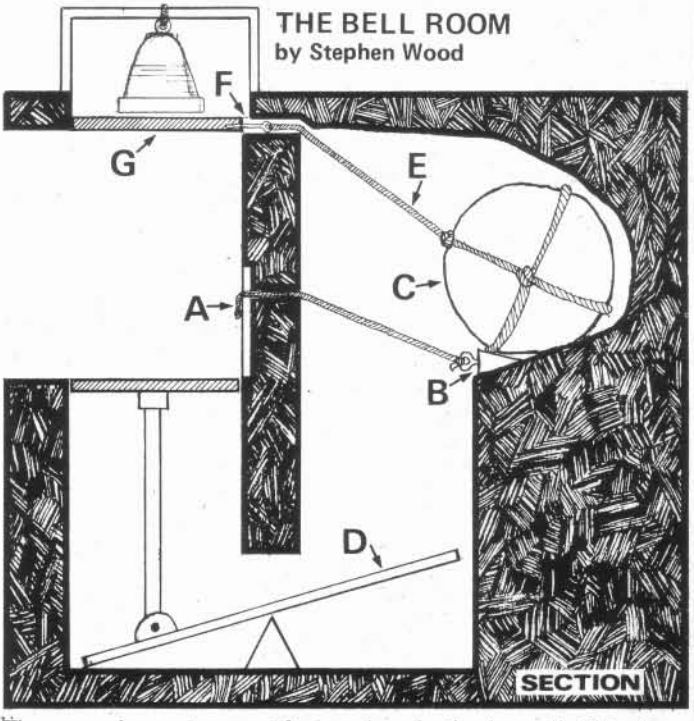


represents a thin plaster ceiling to the cache. This looks the same as the floor in the pool room. When the steel panel is raised, the water floods through, breaking through the plaster and ruining any scrolls beneath.

Therefore, unless the party first drain a pool by pulling the correct lever under the E slab in 3, and then raise the panels by manipulating the statues correctly, the treasures of 6A & 6B will be ruined. That in 6C will be preserved except for the mummy.

The Treasures:
6A. A clerical scroll – **detect evil.**
6B. A magic-user's scroll – **invisibility.**
6C. A mummified (totally inactive) corpse with a small water-tight chest at its feet. In the chest is a sack containing 10 p.p., 200 g.p., 200 e.p. Inside the lid of the chest on a spring, such that anyone opening it from the front gets it fired at him, is a needle smeared with a small dose of hallucinogenic drug which convinces anyone that it hits that they have gone up a level for 1-3 turns. It gets one roll to hit vs AC. In reality it has the effect of a 1D8 poison. The drug decomposes quickly when exposed to air causing it to become useless if it misses.

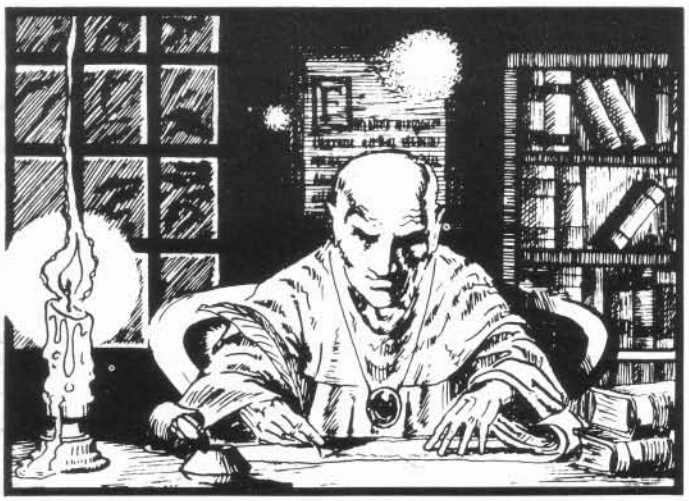
THE BELL ROOM
by Stephen Wood



The room is empty apart from a door in the far wall. This door, however, is false. On the door is a sign saying "Pull rope to ring bell". Below the sign a length of knotted rope hangs from a small hole in the door. The victim who reads the sign and pulls the rope will ring the bell in the following manner:

Victim pulls rope (A) which moves chock (B). This releases boulder (C) which plummets towards see-saw (D) simultaneously pulling rope (E) which removes pin (F). This causes the secret trapdoor (G) to fall open giving the victim a brief glimpse of the bell. But not for long; the boulder strikes the see-saw and propels the victim at great velocity towards the bell. En route the victim makes a mental note to always knock in future. The victim's head strikes the bell thus ringing it as forewarned by the sign. The victim is dazed or rendered unconscious, while the ringing bell summons those that set the trap.

LETTERS



Readers' thoughts, suggestions, ideas, views, comments and criticisms. Letters should be sent to the Editor, WHITE DWARF, Games Workshop, 1 Dalling Road, Hammersmith, London W6.

Dear WD,

I am not going to argue with Michael Stoner's contention that the standard of the Fiend Factory has deteriorated. This is not my own view, but in the end such a judgement is highly subjective and I'm sorry Michael feels the way he does. However there are a few points on which I would take issue. Michael speaks of super-powerful monsters that can kill at a stroke; well, now the TSR poison rules have been more clearly explained, all monsters with poison capability could be said to have such a power (a saving roll is allowed, granted, but so it is against the touch of a Spook). Because of this, I have to adjust my own position (since I would hardly decry all the poisonous monsters). Similarly, petrifaction is as good as death unless some means to negate it are at hand.

Yes, some creatures could be regarded as revamped, slightly amended versions of others. Yet if the revamping is purposeful, I don't think that should be of great concern. Remember the Mummy which doesn't catch fire as expected?

The AC business is more difficult. AC2 (new) is the same as AC2 (old) but AC9 (old equates with AC10 (new). What about the middle range? Am I right in altering AC5 to AC6, even if I know the monster we are dealing with was sent to me before the PH appeared? Are unarmoured humanoids AC9 all the time? (AC10, that is?) I think not. There isn't a single AC10 monster in the entire Monster Manual. Which may prove your point or may prove mine!

Yours sincerely,
Don Turnbull, Cambridge.

Dear WD,

The Monstermark is dead. Long live the Monstermark! We have the revised monsters and the combat tables and the articles on how to calculate Monstermarks. Where the monster is unchanged the old MM will suffice. Indeed, there were errors, some probably never mentioned, in the original values, quite apart from those of the system. But there is a question unanswered by the obituary. Which combat matrices are used for the calculation of the Monstermarks in The Fiend Factory?

Michael G. Stoner is certainly stirring it with his letter in *White Dwarf 13*. I tend to agree with him. I've nothing against a one-off monster, and there are problems. There are some monsters which are very difficult to use well if the players have read of them. There are apparent copies. (If the cap fits it won't fall over deaf ears.) There are monsters which I think are uninteresting, which is a matter for personal taste. Incidentally, while the Spook is powerful, if it is killed soon enough the victims return to normal, so it could be worse. (That idea is a useful one to weaken any undead, but perhaps it should count as a system shock or a resurrection.)

I shall continue to refer to a certain diminutive species, once misidentified by an apparently familiar person around your office, as HOBBIT, despite the preferences of TSR (or should it be the preferences of the Tolkien copyright holders?). One could almost say that such usage is hobbitual.

Not daring to continue further,
David G. Bell, Nth. Kelsey, Lincs.

Dear WD,

Perhaps I could point out that Mr. Stoner, in his letter in White Dwarf 13, is misinformed. The Spook does not kill at a touch – it polymorphs its victims into Spooks, but the effect is reversed if the Spook is killed within the next hour. This means that if, in combat against a large party, the Spook scores a hit, the battle becomes a desperate fight to kill off the original Spook to save the victim, while avoiding the new Spook and any other victims that it may take. It may be that the whole party save one is turned into Spooks, yet if the remaining member takes out the initial Spook with his last-ditch defence, the entire party will be restored to their original condition. Certainly it is a dangerous creature, and not for low levels, but it is not alone in this.

I also think that he is unfair in criticising Don Turnbull for using AC9 (instead of AC10) to represent the unarmoured condition. Rather he should criticise the *Player's Handbook* for making such a pointless and irritating change. It may seem ironic for me to be taking a conservative line when I have in the past changed things about in D&D to suit my own purposes with considerable freedom, but I have never believed in change for change's sake. Since I see no advantage in the new combat tables whatsoever (what good does an extra armour class do?), and since I am thoroughly familiar with the old ones, on which I have based all my tables, etc., I am staying put with the original table of armour classes, and I know many others who are doing so too.

Yours sincerely,
Roger Musson, Edinburgh.

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GARY GYGAX

On a recent visit to TSR Hobbies, Inc., the Editor had the opportunity to interview the man responsible for thousands of gamers' shadow worlds of men and monsters.

WD: How long have you personally been interested in playing games as a hobby?
GG: I began playing strategy games at the age of six when I became interested in chess – I already had a large collection of lead soldiers by then, but play utilizing them was a bit informal, shall we say. At about 14 I began to search out obscure varieties and national variants of chess. At about this same time we structured some rules to govern play with miniature troops and AFVs of WW II – unfortunately, they involved firing exploding missiles, so the game became rather costly in replacements, for by then we were using 54mm castings. At 21 I purchased my first board wargame – GETTYSBURG. Some five or six years later I became heavily involved in table top miniatures. (The photographs of games in CHAINMAIL and TRACTICS were taken on my sand table.) Play moved from pure medieval to fantasy c. 1970, although we still gamed in the Napoleonic Era, WWII, etc. as well.

WD: What are your interests outside of gaming?
GG: I personally enjoy reading, classical music, writing, and walking – but there isn't time to devote to active pursuit of any not connected to my work these days. I also enjoy painting (but I do so badly), fishing, stamp collecting, tropical fish, and a few other odds and ends which I never have time to get involved in these days. I am a boxing fan and follow the Chicago Bears and Green Bay Packers football teams.

WD: What is the history of TSR Hobbies, Inc?
GG: *Tactical Studies Rules,* the parent company of *TSR,* was formed by Don Kaye (1938-1975) and myself in October 1973 as an equal partnership. Brian Blume joined us as a full partner in December 1973. All three of us were members of a local gaming club, the Lake Geneva Tactical Studies Association, whose membership list included Rob and Terry Kuntz, Jeff Perren, Mike Reese, and Leon Tucker. *TSR Hobbies, Inc.* was formed in July 1975, and first did business in October of that year. I am the president of *TSR,* and Brian Blume is V.P. and Secretary. The corporation employs some 20-25 persons now, and by this time next year that figure will certainly have grown to over 30 – possibly as many as 40, for we expect to grow considerably.

WD: What was the original inspiration for D&D?
GG: CHAINMAIL, then Dave Arneson's campaign and Dave Megarry's game DUNGEON!

WD: What made you apply the concept of role-playing to the novel game theme of fantasy?
GG: Role-playing is common in wargaming, and even in our medieval table top games, we often played 1:1 games where participants had command of a single leader and a handful of men. Original *D&D* took the 1:1 concept from CHAINMAIL, along with the fantasy aspects which about 90% of those who tried liked, and melded them quite logically into a single form. Most of us, after all, are raised on fairy tales, fantasy, and myth. With that background, I actually don't view fantasy gaming as a novel idea, really, and I marvel that it wasn't done before *D&D!*

WD: Nevertheless, a fantasy role-playing game as a concept was so revolutionary at the time, what made you decide to set up a company to publish *D&D?*
GG: When *Guidon Games* folded and *Avalon Hill* was (at best) luke warm to suggestions about fantasy, Don Kaye and I decided to go ahead and form our own publishing firm, for we envisioned a good reception for miniatures rules, fantasy, and role-playing.

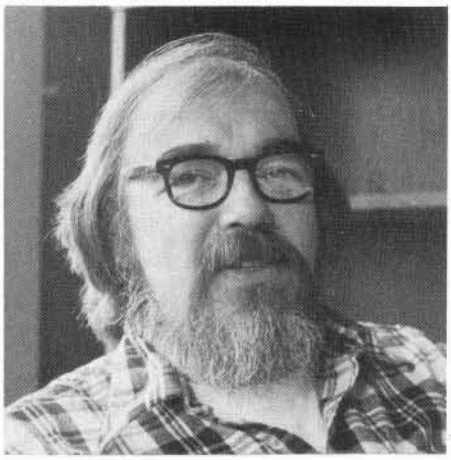
WD: Traditional gamers, especially wargamers, initially gave *D&D* a bad reception and condemned it as a childish, temporary anomaly. Obviously they were wrong, but where have all the *D&D* players come from?
GG: Incorrect! Almost all of the initial testers and buyers of *D&D* were *wargamers*; Arneson, Kuntz, Blume, and I included. Some of the less imaginative (or perhaps I should say less adaptable) wargamers downed the game, but it was generally well received by many wargamers. *D&D/AD&D* players come from the ranks of wargaming, science fiction/fantasy readers, and just plain ordinary folks with active imaginations and an interest in myth. Many players have not read in the fantasy genre. Similarly, many play no other games regularly.

WD: Is it possible to define a good *D&D* player?
GG: That, Good Sire, is a tough question! Perhaps naming a few qualities will suffice. Imaginative retentive memory, competitive, co-operative, thorough, bold (but not rash), and quick thinking come to mind immediately. Slightly suspicious can be added, and logical and deductive reasoning powers are most useful too.

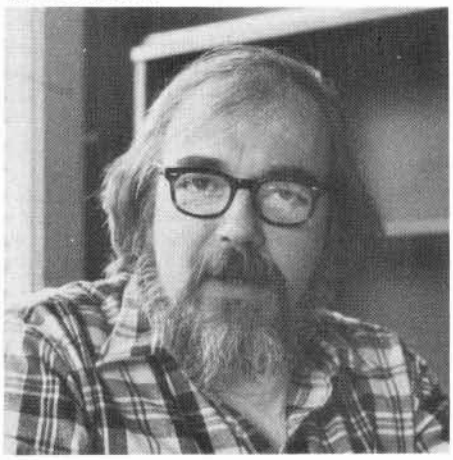
WD: There are probably 30,000 *D&D* players in the UK, how many are there in the States?
GG: In the US and Canada we estimate there are currently between 250,000 – 300,000 players.

WD: Why do you think *D&D* has become so popular?
GG: *D&D/AD&D* allows players to have *adventures.* In a world where these aren't likely – at least without risk of life and limb – this is a real boon. The game form also allows each group to tailor the campaign to their own likes. The game form additionally allows all participants to freely use imagination to the fullest. Participants can create and develop personal heroic fantasies. Mistakes are rectifiable – or at worst a new start can be made. Wealth abounds. Good and evil are easily distinguishable. Roles are clear, and soul-searching basically unnecessary. Each and every player is competitive and self-sufficient. DMs, in turn, are the creators and orderers of universes (in short, gods). Instead of a limited and restricted actuality, *D&D/AD&D* offers boundless realms where real success is quite attainable. Finally, the game form offers various challenges, group co-operation, and is open-ended, so that one player isn't clearly a winner, the rest losers. Sorry that I cannot be more brief or concise!

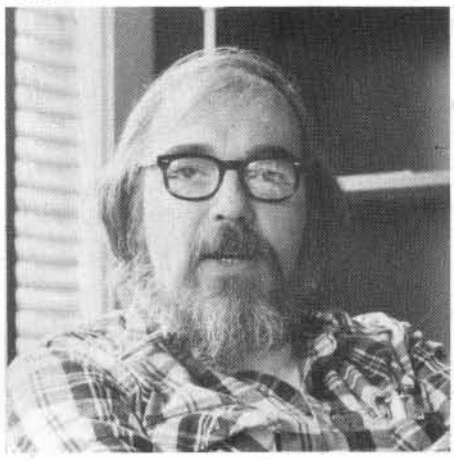
WD: Do you think *D&D* has universal appeal which will necessitate it being translated into other languages?
GG: *D&D/AD&D* sell just about worldwide, despite the fact that only English language versions are available. In my opinion there is sufficient appeal to translate the game into two or three other languages eventually – possibly within two or three years. Ask me about its universality sometime after it is done. ►



"In the US and Canada we estimate there are currently 250,000 – 300,000 players (of D&D)."



"Nothing will absolutely spoil a campaign as quickly as some of the material offered in the various gaming magazines . . ."



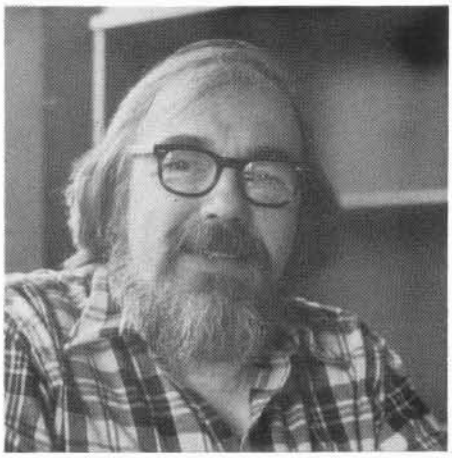
"Advanced D&D is not simply a revision of D&D, it is a completely different game . . ."

GARY GYGAX

WD: *D&D* is now regarded as a classic game alongside such games as Diplomacy, etc., due to its original concept. How do you feel about this?
GG: Very nice indeed! It is a very real pleasure to receive letters thanking me for my efforts in designing *D&D*, and I get them quite often. *D&D/AD&D* is quite likely to continue to be far more widely played and talked about than DIPLOMACY is too, and that is also nice, as I know Al Calhamer, and I can have some fun with one-upmanship when I next see him . . .

WD: Its popularity soon led to a host of other role-playing games following in its wake. What effect have these had on *D&D*?
GG: None to speak of. *D&D/AD&D* have established themselves in the market place to an extent that will make it very difficult for any imitator to successfully compete. To mention the MONOPOLY analogy again, how many game companies attempt to compete by publishing similar games? Of course, the answer is few, and these have done dismally. Applying the principle is something else again. There well might be uses of the role-playing adventure concept which will develop into substantial entries in the hobby gaming field. These will be more likely to help sales of *D&D/AD&D* than they will be to lessen its market, I believe, for such games will heighten the interest in the role-playing adventure theme. By the same token, I must mention, *D&D/AD&D* are now preparing the market for the entry of such games.

WD: There are now a multitude of *D&D* zines on both sides of the Atlantic printing additions to, and criticisms of the game. Do you think this helps or detracts from *D&D*, taking into consideration the nature of the game?
GG: Nothing will absolutely spoil a campaign as quickly as some of the material offered in the various adventure gaming magazines — and this applies to material published in DRAGON too. The major difficulty lies in being able to distinguish in what is a minor addition to play and what will radically alter play-balance. Most DMs are not experienced game designers, and they cannot easily distinguish beforehand. Nobody would take seriously an article proposing that there be the addition of eight pawns, or a leaping move for the queen, or that land mines be added to chess. This sort of rubbish is commonly suggested for *D&D/AD&D* however. While there might be a few who enjoy aberrations, the majority find that they ruin at least a part of the campaign, and eventually require backtracking and removal. Discussions of the game in general, and commentary and criticisms are perfectly fine — just as are carefully thought out and tested additions which arise from time to time. The fan magazines should educate as well as inform readers; then additional material could be properly judged in the light of each individual campaign, and DMs would be capable of intelligent and correct selection.



"The fan magazines should educate as well as inform readers."

WD: From its original format of three rulebooks in a box expanded by four additional supplements, *D&D* underwent a major revision to the present basic set and advanced rulebooks. Are there any other changes, revisions or expansions in the pipeline for *D&D*??
GG: *AD&D* is not simply a revision of *D&D*, it is a completely different game — as any DM who has attempted to adjust a *D&D* campaign to the *AD&D* format will tell you! *D&D* will be augmented with playing aids, but it will remain otherwise unchanged. *AD&D* will be likewise augmented; a GODS, DEMI-GODS, & HEROES will be done for it, and new monsters will be added from time to time. A very basic instructional form is certain to be offered in the not too distant future. I have already mentioned the likelihood of computerized versions of *D&D/AD&D*. Of course, at very great intervals we will consider revising portions of *AD&D*, expanding it possibly, and then issuing new additions as appropriate. But do I foresee a REVISED ADVANCED SUPER-DOOPER D&D in the offing? Not likely!

WD: We understand that your own game-world of *Greyhawk* is to be published on which the *Modules* are to be sited. What will this consist of?
GG: THE WORLD OF GREYHAWK will be released this summer, if all goes well. The package will consist of two large colour maps and a "Gazeteer" of the world. The history is given briefly, and most states are only outlined generally so as to allow as much personal input as possible from DMs who decide to acquire and use it. The various modules will be sited on WG in order to make it easy for DMs to plug them into the campaign. Eventually THE CITY OF GREYHAWK will be published, and I'm seriously considering release of some portions of CASTLE GREYHAWK — but both are a year or more away.

WD: Being 100% involved on the creative side of *D&D*, do you still find time to play it?
GG: Not too often lately — about once per month. I try to play at least once per week, whether it is a boardgame, miniatures, or some sort of adventure game. During conventions I do nothing but talk about or play games, so that makes up for it a bit. Likewise, during play-testing of modules, I get in quite a bit of DMing.

WD: How do you see the future of *D&D*?
GG: Sales are still climbing, and interest is certainly rising too. *D&D/AD&D* will very likely be offered in various forms in the years to come — family and introductory packages, highly sophisticated "expert" versions, computerized forms, you name it. Eventually it will reach a peak. After all, not everybody plays MONOPOLY either . . .

WD: Finally, do you have any plans to visit the UK to see how the game has developed over here?
GG: I have long had a desire to visit the UK, but I am not certain when time, and finances, will allow. I certainly hope that I will be able to do so within the next year or two. however!

. . . **Origins '79** recently held in Chester, PA yielded a host of new releases. **GDW** had **Kinunir,** a complete adventure for **Traveller** in booklet format; **Snapshot,** a boxed man-to-man combat aboard starships game which includes ship plans and counters. Can be played with or without a referee and part or not part of **Traveller, GDW** also released two SF board games, **Belter** and **Double Star . . .** FGU released **Gangster!,** a boxed role-playing game of cops and robbers set in the 1930's; **Villains and Vigilantes,** super-hero role-playing rules; and **Colony Delta,** a boxed two-player SF colonisation war game . . . **TSR** released the **Advanced D&D Dungeon Master's Screen, Divine Right** and a revised **Boot Hill . . .** a new company trading as **Task Force Games** released four games in similar format to **Metagaming's Microgames.** They were **Starfire, Asteroid Zero-Four, Cerberus** and **Star Fleet Battles . . .** another new company, **Yaquinto Publications** released eight boxed games and **The Beastlord** should appeal to wizardry and warfare fans . . . **Avalon Hill** finally released **Magic Realm,** and also **Dune** which was designed by **Eon Products** of **Cosmic Encounter** fame who themselves just missed the Origins' deadline for release of their own new game **Darkover,** a two to four player game based on the SF novels of Marion Zimmer Bradley . . . **The Chaosium** released **Snake Pipe Hollow,** a new set of **Runequest** scenarios in booklet format and whilst **Authentic Thaumaturgy** was seen back in print, **Runequest** itself is now temporarily out-of-print . . . **Invasion of the Air Eaters** and **Holy War** were the two new **Metagaming Microgames.. . . Judges Guild** released a compendium of **The Dungeoneer** issues 1-6 and also the aptly named **Survival of the Fittest,** a solo D&D dungeon . . . **Phoenix Games** released **The Lost Abbey of Calthonwey,** a ready made dungeon scenario for use with most fantasy role-playing games, **Spacefarer's Guide to the Planets Sector Two** and a **Spacefarer's Guide to Alien Races ..** not to be outdone by the games companies, the miniatures companies showed many outstanding new releases. Of particular interest were the 15mm **Fantasy 15s** and **The Fantasy Trip** microtures for use with **Metagaming's** game system of the same name. These two excellent ranges are made by a relatively new company, **Martian Metals. Grenadier, Ral Partha** and **Dragontooth** also had superb new releases . . . altogether there were a record 71 companies exhibiting at **Origins '79** occupying 128 booths . . .

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D&D East Sussex
D&D player aged 14 would like to contact other players in the area with view to joining or starting a club. Contact Simon Basham, 13 St. Anthony's Avenue, Eastbourne, East Sussex, BN23 6LA.

D&D Kingston-upon-Thames
ATTENTION ALL SWASHBUCKLERS! I am trying to get a D&D society started up in the Kingston area. Anyone interested phone Kev Pike 01-546 7945 evenings.

4D London
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Rhine Confederation's 4th Annual Convention will be held at Wiesbaden Middle School, American Housing Area in Wiesbaden, West Germany on 20, 21 and 22 October 1979. There will be tournaments with prizes in D&D, miniatures and board games. There will also be several demonstration games and areas for open gaming. For more information contact: CPT Jody Sherril, TAMMC PSD, APO NY 09052 (Tel: Zweibruecken Civ 06332-6255), or SSG Forster L. Grant, HHC, 21st SUPCOM, APO NY 09325 (Tel: Kaiserslautern Civ 0631-50481).

D&D West London
Anyone interested in helping form a D&D club in West London phone Brad Daniels on 01-352 2585

D&D Newcastle/Durham Area
Players and DM's wanted for D&D and other role playing games. Anyone interested contact Dave Gray, 42 Alderside Crescent, Lanchester, Co. Durham. Tel: Lanchester 520526 anytime.

Dorking Model Railway Exhibition
This will be held on Sept. 28th, 29th & 30th at the Dorking Halls. Included are Wargame Demonstrations & D&D participation game — the more experienced players: the better the game. Phone Dale at Dorking 882133.

Scottish Militaire
From 10am to 5pm on August 11th 1979 at the Volunteer Rooms, High Street, Irvine, Ayrshire, Scotland. Wargames Club displays, Militaria exhibition, board wargames, trade stands, painting competitions, displays of Viking & Napoleonic warfare radio controlled model displays and more. For further information contact Iain Dale at Irvine 74581.

Games Convention, Cheshire
The Mailed Fist Wargames Group's Annual Show will be held at the Festival Theatre, Corporation Street, Hyde, Nr. Manchester, Cheshire, on the weekend of 8th-9th Sept. Demonstrations, model displays and competitions including D&D on the Saturday, Interclub wargames competitions on Sunday. Many fantasy gamers will be there all weekend. For further information send SSAE to Mr. C. D. Scott, 38 Brabyns Road, Gee Cross, Hyde, Cheshire, SK14 5EE.

C & S
Anyone, anywhere interested in exchanging information, ideas and interpretations of rules etc. for C&S please contact Dave Richards, 19 St. Paul Close, Cowley, Uxbridge, Middlesex. Phone: West Drayton 42399 evenings.

GAMES CLUBS

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Place: Six Bells Public House, 125 Station Road West Drayton, Middlesex.
Contact: Dave Richards, 19 St. Paul Close, Cowley, Uxbridge, Middlesex. Tel: West Drayton 42399 any evening except Weds.

HORSHAM, WEST SUSSEX
Gaming Group
Games: C&S, Traveller, Gamma World, various wargames — Highway to the Reich etc. — and any other interesting game. (Note: No D&D: C&S preferred!)
Time: Most Saturdays & weekdays during school holidays.
Place: Members of the group's homes.
Contact: Andrew Holyer, 10 Masons Field, Mannings Heath, Horsham, West Sussex. Tel: Horsham 60059.

SOUTHAMPTON, HAMPSHIRE
Southampton University Games Club
Games: D&D as well as board and table-top games.
Contact: Pete Tamlyn, Dept. of Oceanography, University of Southampton, Southampton, Hampshire. Tel: Southampton 559122 Ext. 2264.

BURNLEY, LANCASHIRE
Kirklees Military Modelling and Gaming Society
Games: D&D, En Garde, Traveller and other RPG's and wargames.
Time: 7.30pm every Monday
Place: Huddersfield Sports Centre.
Comments: Open to anyone aged 14 or over. Alcoholic refreshments available. The society also publish their own magazine and run competitions.
Contact: Tom Kirby, 21 Inchfield, Worsthorne, Burnley, Lancs.

RUGELEY/LICHFIELD STAFFORDSHIRE
Proposed Club
Games: D&D + some other games
Time: Saturday afternoons or Weds. or Tues. evenings. Exact times to be arranged.
Place: To be arranged, but in the Rugeley/Lichfield area.
Contact: Brian Asbury, 10 St. Barbara Road, Handsacre, Nr. Rugeley, Staffs. WS15 4HB.

SHEFFIELD, YORKSHIRE
Sheffield Wargames Society
Games: All aspects of wargaming, including SF and fantasy.
Time: 7.30pm every Wednesday.
Place: The Victoria Hotel, Neepsend Lane, Sheffield.
Contact: John Armatys, 94 Westbourne Road, Sheffield, S10 2QT.

MERSEYSIDE
Gaming Group
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Place: 5 Granby Crescent, Bebington, Wirral, Merseyside.
Comments: New members welcome
Contact: Paul Hartley, 5 Granby Crescent, Bebington, Wirral, Merseyside. Tel: 051-334 9535.

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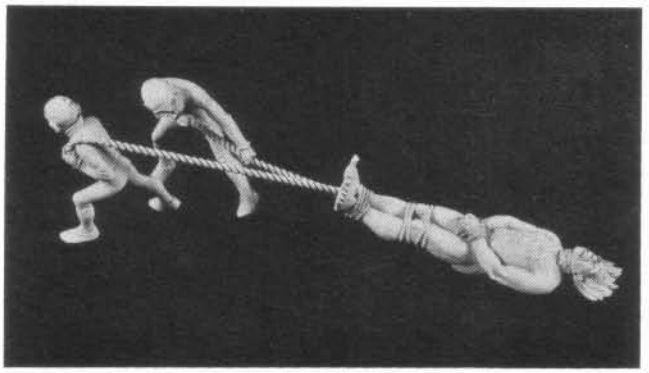

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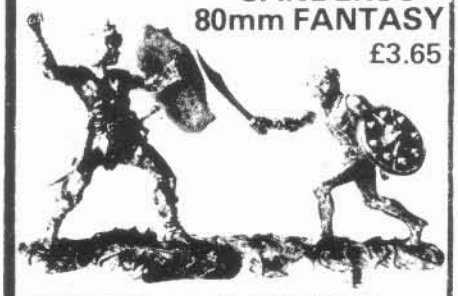

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